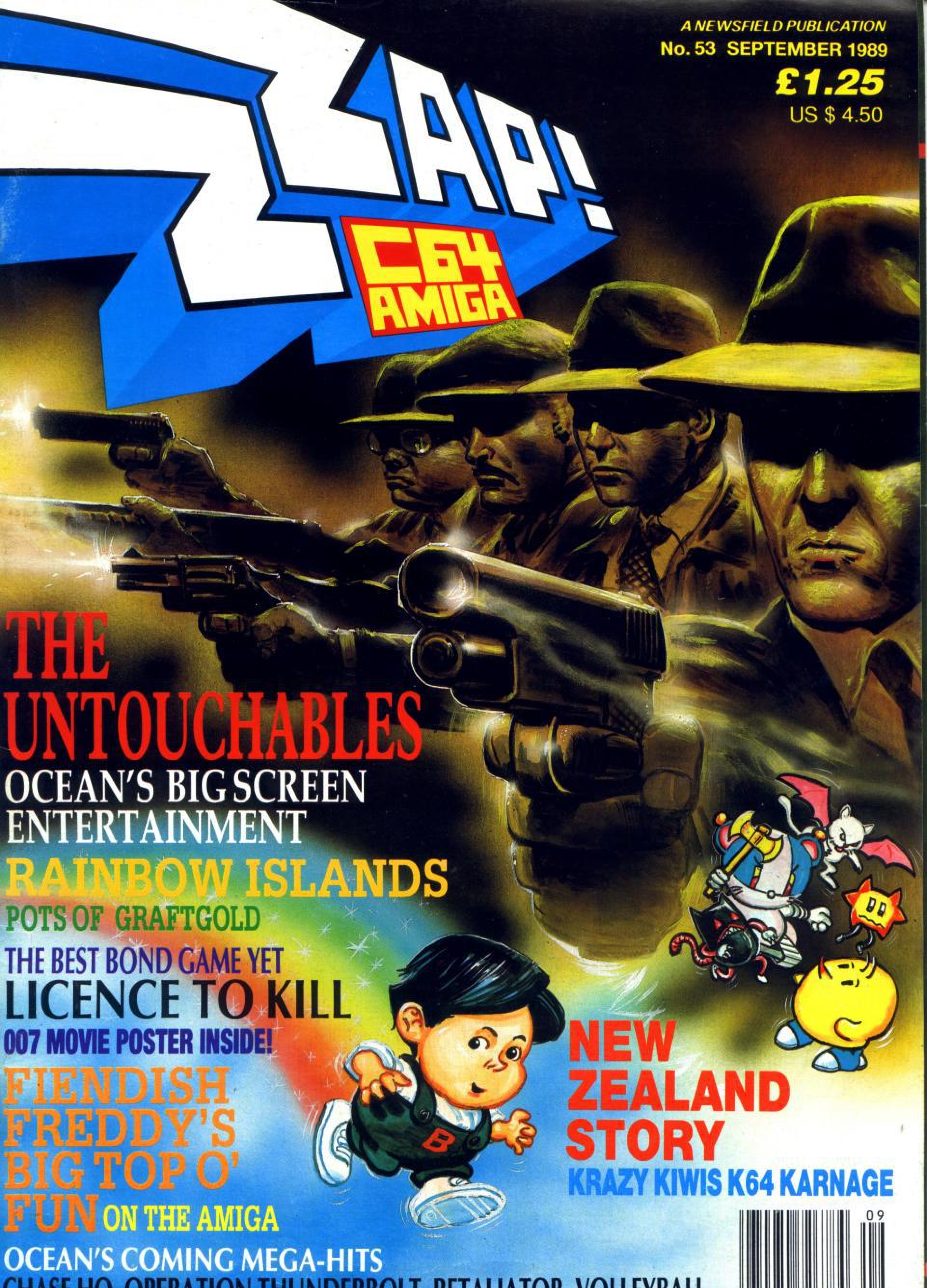
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ZZAP! C64 AMIGA



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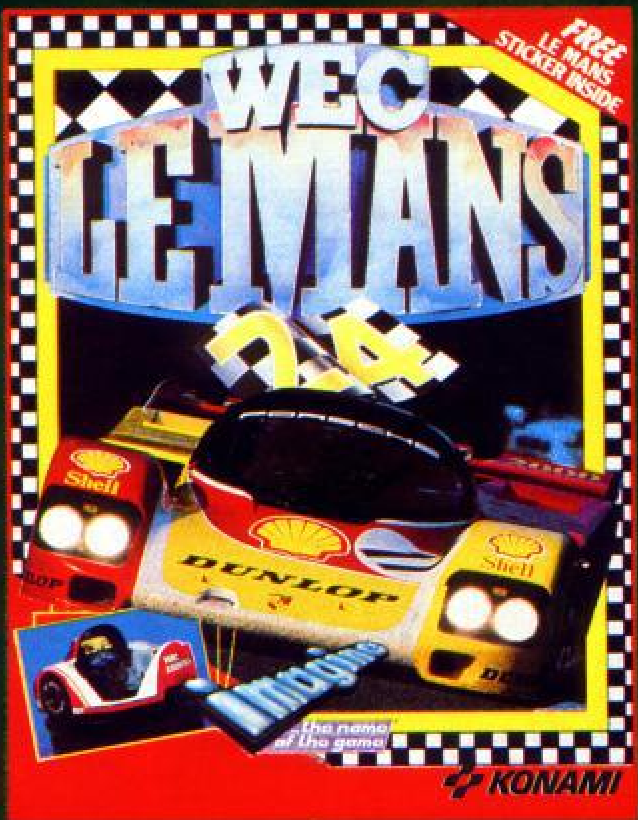
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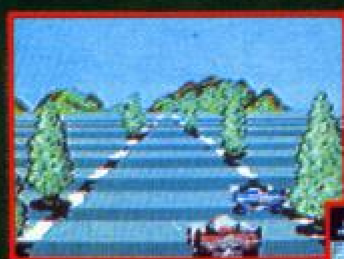
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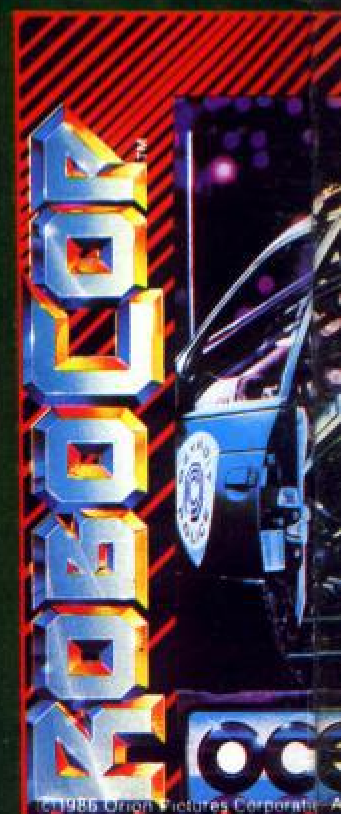


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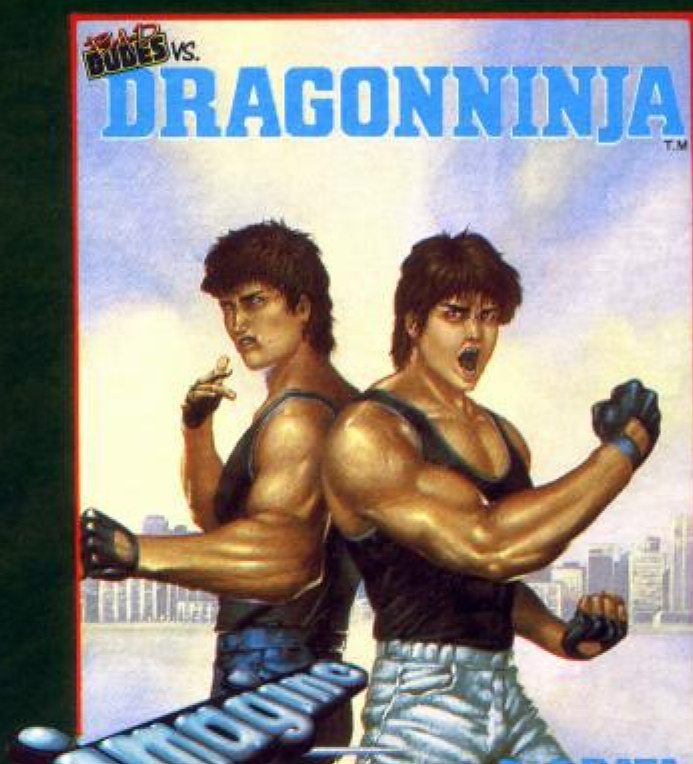




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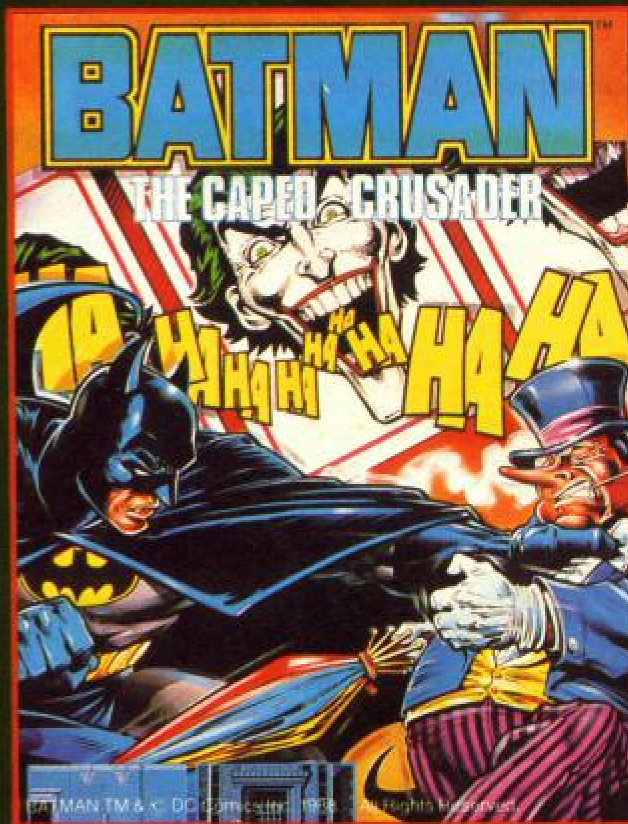
OP
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HE MONTH
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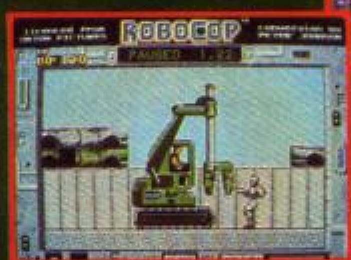
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ZZAP SIZZLER ZZAP 64

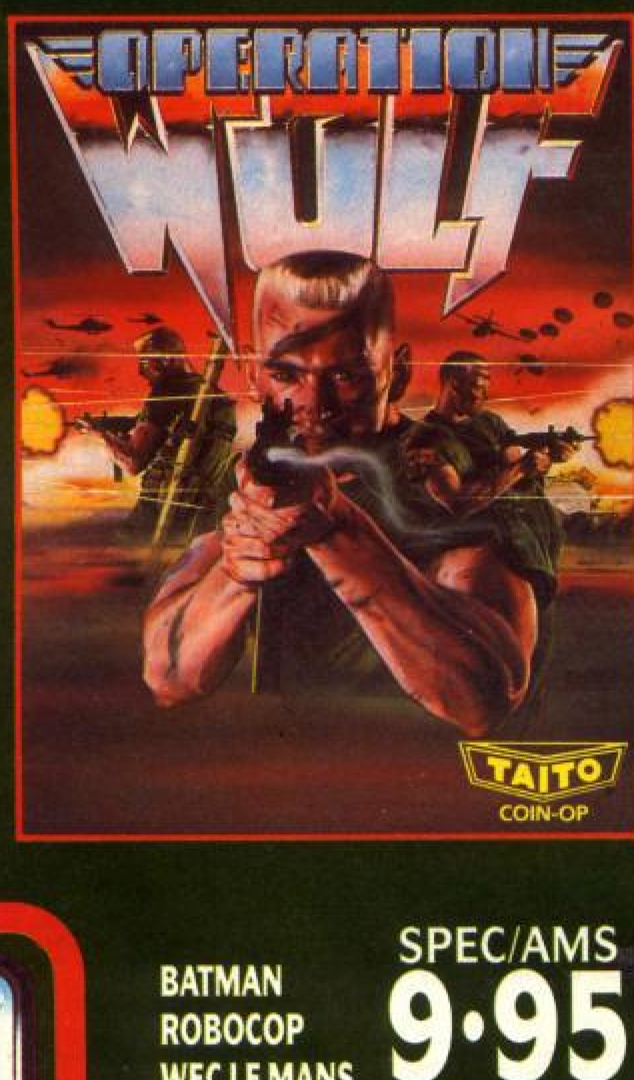
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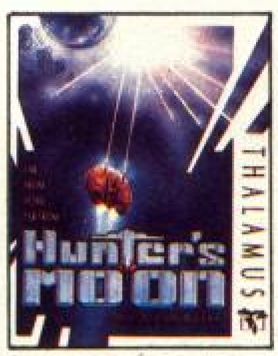
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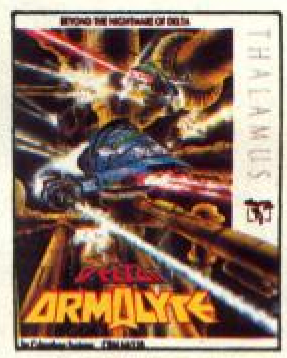
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SEPTEMBER, 1989

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EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Stuart Wynne **Sub-Editor:** Phil King **Staff Writers:** Robin Hogg, Lloyd Mangram, Paul Rand **Editorial Assistants:** Viv Vickress, Caroline Blake **Contributing Writer:** Warren Lapworth, **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Production Manager:** Jonathan Rignall **Designer and Illustrator:** Mark Kendrick **Assistant Designer:** Melvyn 'The Mel' Fisher **Reprographics/Film Planning:** Matthew Uffindell, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Editorial Director:** Roger Kean **Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:** Sarah Chapman, Lee Watkins, Wyn Morgan **Assistant:** Jackie Morris ☎0584 4603 **0584 5852** **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** *PO Box 10, Ludlow, Shropshire, SY8 1DB* **Typeset by the Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Islington Green, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex*.

ISSN 0954-867X

COVER DESIGN & ILLUSTRATION BY **OLIVER FREY**

NEWSFIELD
A NEWSFIELD PUBLICATION


ACTION RATING-99%
RED HEAT
MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP.
THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD. MAKING THEM PARTNERS.
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs dealer. The two detectives; one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld – street fights, the 'Cleanheads' gang, gun fire – the hottest film tie-in to date – it's all action with stunning graphics – feel the heat – RED HEAT.
RENEGADE III
THE FINAL CHAPTER
THIS IS THE CLIMAX ...
THRILLING ACTION THROUGH TIME AND SPACE
When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man, mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!
NOW FOR THE ATARI ST & AMIGA
RUN THE GAUNTLET
9 EXPLOSIVE EVENTS
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the WORD

STEALTHY 'PROSE CAN'T HIDE FROM S.P.A!

The *Software Publisher's Association* has awarded the accolade of Best Simulation to Microprose's F-19 Stealth Fighter.

The game, which puts the player into the cockpit of the elusive radar-invisible American bomber, has sold in excess of 100,000 units across all formats (including the C64, under the name Project Stealth Fighter), and was hailed for its superb use of 3-D solid-filled graphics and smooth animation.

Microprose MD *Stewart Bell* said of the award, which was received at the annual ceremony in San Diego, 'We are extremely honoured. It's an excellent reward for all the hard work that went into the game a clear signal to computer gamers everywhere of the kind of quality, technology and innovation that Microprose puts into all its products.'

GREMLIN GO IT ALONE



Management at Sheffield-based *Gremlin Graphics* are staging a buyout of the company.

The publishers of the controversial Federation of Free Traders, who include Managing Director *Ian Stewart*, announced the decision after US Gold big-man *Geoff Brown* expressed his wish to cut all links with the software house, whose previous hits include the Monty Mole trilogy and Jack The Nipper I & II.

Although an exact figure is unknown, it is believed that Brown's stake in Gremlin could amount to as much as 75%.

WAYS TO GET OUT OF PAYING POLL TAX

Boot up a virus into the controlling computer! That's exactly what a band of left-wing hackers in Scotland are claiming they've done. Apparently, they broke into the *Lothian* and *Tayside* council computer systems, which store the names and addresses of those registered for the controversial Community Charge, as early as last March.

According to the hackers, the virus has been 'doing its stuff' ever since, removing a name every fifteen minutes and replacing it with that of a minor or a dead person. *It is also claimed that* any attempts to eradicate the virus will result in the entire system collapsing, rendering all information unreachable..

Spokesmen for both councils have denied the existence of any such infestation in their computer systems.

INFO-GONE!

Award-winning adventure specialists *Infocom*, after many years of loss-making, are to lose their offices.

The American company, producers of a clutch of critically acclaimed titles including **Hitchhikers' Guide to the Galaxy** and the **Zork** series, will be relocated inside their parent company *Mediagenic's* complex, situated at Menlo Park, California, resulting in the possible loss of around ten members of staff out of 24.

The move follows Mediagenic's realisation of the importance of profitability in a US games marketplace which has had more than its fair share of headaches in the past year. *Rob Sears*, General Manager of Infocom, unhappy with the demise of his Massachussetts site, exclaimed, 'It's sad that we can't continue to do things in our own way.' However, he praised the relationship between Infocom and Mediagenic, saying, 'If we didn't have them behind us, we probably couldn't continue at all.'

Marketing Manager for Mediagenic UK, *Larry Sparks*, dismissed fears of a parting of companies, explaining that the move 'can only improve our communications and operational activities.'

INFOCOM™

'THALAMUS COCK-UP' – EDDY

Approximately two hundred copies of Amiga **Hawkeye** are faulty, it has been reported.

The problem arose 'somewhere between the duplication process and the end product reaching the stores', resulting in some disks experiencing incompatibility with anything other than the unexpanded A500. Thalamus' Promotions Executive *Richard Eddy* stated 'There's been a cock-up. It's official. And yes, you can quote me on that.'

Owners of the offending magnetic media are advised to return the DISK ONLY to Thalamus.



▶

NIGEL SAYS 'NO' TO NET

The electronic information company *Micronet* has had its appeal for the removal of VAT on its service charges rejected.

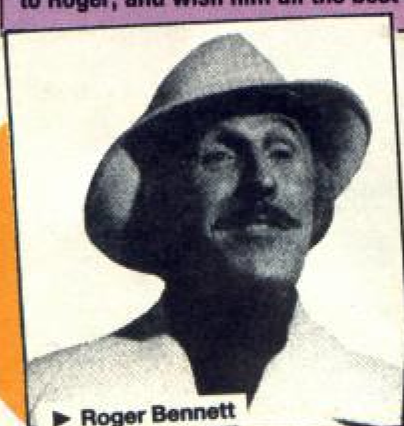
After handing over a 3000-name petition to Chancellor of the Exchequer, *Nigel Lawson* (see The Word, Issue 51), Micronet expected the decision to add the tax to the information service to be annulled. Unfortunately, the Chancellor quashed the argument that the service, owned by the Telemap Group, is akin to all other forms of publishing media. Secretary to The Treasury *Peter Lilley*, stated that 'the taxation of Micronet is now in line with the treatment of other non-printed material such as tapes and disks, which are standard rated whether applied to business or members of the general public.' Telemap's Product Manager *David Rosenbaum*, disgruntled with the Government's dismissal of the appeal, insisted that his firm 'will be pursuing the matter.' In the meantime, Micronet will NOT be passing on the VAT charge to its customers, commendably sticking to the usual price of £79.95.

NICE TO SEE YOU, TO SEE YOU, NICE!

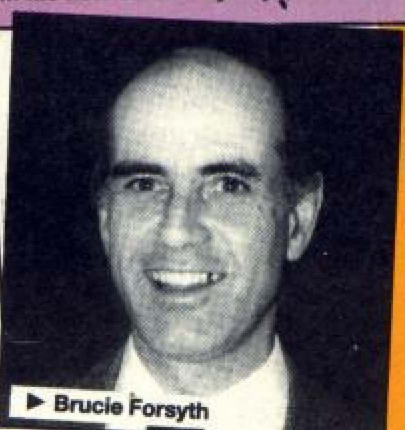
After four years as Group Advertisement Manager for ZZAP! publishers *Newsfield*, Roger 'Brucie Forsyth' Bennett is leaving to join *Mills Associates* as Sales and Marketing Manager.

The man who had a smile for everybody (so long as his pipe wasn't in his mouth) will hand over the departmental reins to second-in-command Neil Dyson in August, who will hopefully carry on the advertising tradition with style – a grin, a business lunch and a contract at the ready.

In the meantime, we'd like to pass on a hearty yet sorrowful 'Cheerio' to Roger, and wish him all the best in his new career. Bye bye, Brucie!



▶ Roger Bennett



▶ Brucie Forsyth

BEVERLEY HILLS GEORDIES!

Exclusive by *Paul Rand*

It's as if the world and his wife wants to keep their new licenses hush-hush. Latest to sneak through the net and reach my ever-listening ear are the C64 and Amiga conversions of Eddie Murphy movie blockbuster **Beverley Hills Cop**. *Tynesoft* are rumoured to own the rights to this, Murphy's first, and arguably most impressive, venture into the world of the American undercover bobby, which was almost universally acclaimed by critics, despite Murphy's excessive use of bad language.

Big man at the North-East company, which earlier in the year released the disappointing **Superman**,*Colin Courtney*, remained tight-lipped when I spoke to him. 'We do have the licenses to two major projects,' he said, 'one is a film tie-in, while the other will be a boardgame.'

Will the lads with the accents be unveiling a digital Axel Foley (minus the effing and blinding) at this year's PC Show? All will be revealed in October, when Tynesoft lift the lid on their big secret at the industry's big event! Stay tuned . . .

STOP PRESS!

After a mad dash up to Tynesoft's HQ in Blaydon, Newcastle, I have discovered that **Beverley Hills Cop** is, indeed, the film tie–in in question. And the boardgame licence is none other than the cult American Football–style sim currently doing the rounds, **Blood Bowl**. I've seen them both, in their early stages, and they're looking rather interesting, to say the least. Keep your optic senses peeled for more info as it becomes available to me. Ok?

WHERE *DID* YOU GET THAT HAT?!

Isn't it a lovely one, too. Young Tom Currie proudly models the latest in digital designer headgear, in time for this year's Paris Fashion Show. No, not really, he's actually the first prize winner in the Codemasters Win An Amiga competition, held recently in conjunction with computer stores and retail chains around the world.

Little Liverpudlian Tom, 9, certainly seems as proud as punch with his newly-acquired plaything, although it would be advisable to remove it from your pate, son. Smoking isn't the only thing which stunts your growth, you know!

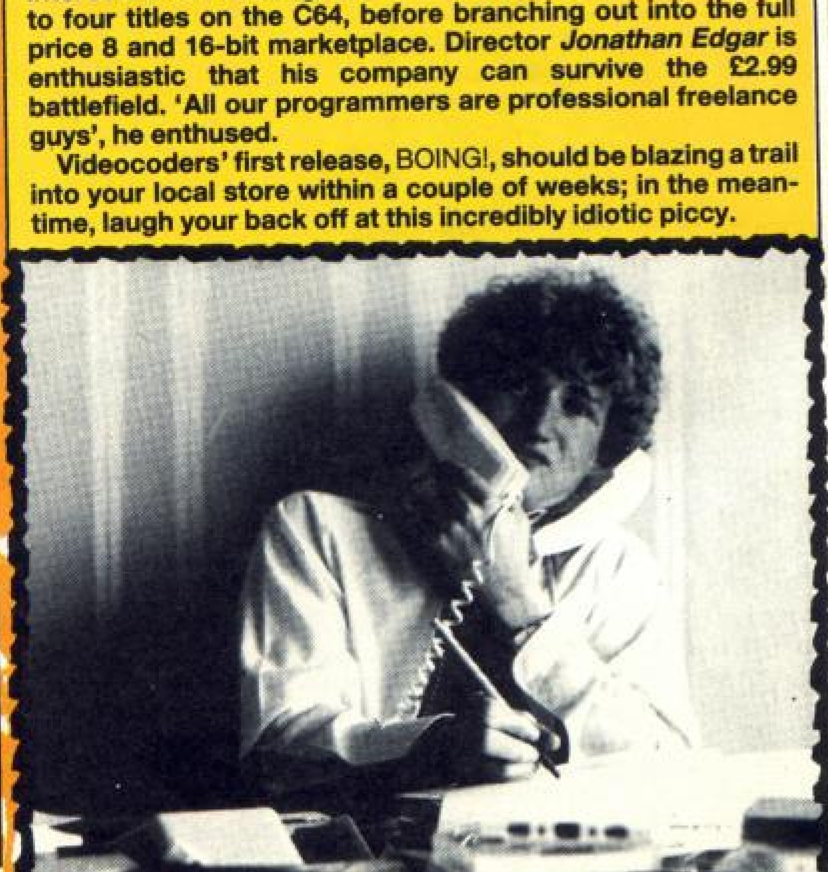


BUDGET BOING!

What is the best way of getting your new firm publicised in ZZAP!? Send a silly photo in for publication in The Word!

Videocoders, a small utility publisher, are to expand their interests into the budget sector. The plan is to release three to four titles on the C64, before branching out into the full price 8 and 16-bit marketplace. Director *Jonathan Edgar* is enthusiastic that his company can survive the £2.99 battlefield. 'All our programmers are professional freelance guys', he enthused.

Videocoders' first release, BOING!, should be blazing a trail into your local store within a couple of weeks; in the meantime, laugh your back off at this incredibly idiotic piccy.



THE NEWZEALAND STORY



64

Ocean, C64 £9.99 cassette, £14.99 disk

●Kiwis go krazy again!

Some people will do anything to get a decent meal, and walruses down under certainly among them. Take Wally the Blue Walrus: he's out for lunch and looking for afters as well. Passing by the zoo he spies 21 kuddly, kute kiwis. 'Food!' says Wally. 'Leg it!' squeal the sickeningly cute Kiwis – but alas Wally scoops them up and takes them back to his frozen apartment far away.

Now this would be the end of story if one Kiwi, Tiki by name, hadn't escaped from Wally's clutches. A kiwi isn't too hot when it comes to unarmed combat but as everyone knows they're pretty good archers and so with beak, bow and arrow Tiki vows revenge and sets off to rescue his mates.

Wally's many followers are a wild and crazy bunch with wild and crazy (even zany!) habits: stars which multiply by showing their tonsils, bears floating around on hover pods, snails with missiles under their shells, penguins on geese, bats on balloons. Strange things are happening here but to even the odds Tiki can arm up with bombs, lasers, fireballs, even steal a spaceship and wreak havoc aplenty.

Wally's minions aren't the only trouble around though. Spikes can do more than ruffle Tiki's feathers, running out of oxygen when scuba diving isn't nice and neither is getting a prod from a horned devil for time wasting. Even the level itself can be a maze, but if he follows the arrows Tiki should reach one of 20 mates. Alternatively there are warps to find and jump into – who knows where Tiki will go?

Even with all that firepower Tiki's really in it deep when he meets up with the Guardians of each region at the end of every fourth level. Frozen whales and a mega-octopus are just two of the delightful souls wanting to meet Tiki along with Wally himself, waiting in his balloon on the final ice cool level. Make sure you pack your winter woollies, Tiki!!

Well, I thought the Amiga version was class but on the C64 this beauty knocks spots off every other platform and ladders game around. Tiki may look rather canary-like but at least he looks better than the real (ugly duckling) thing, and the enemies have some great shading on them. The backdrops can be a little sparse here and there but considering how much has been crammed into the 64 this is a very minor gripe. The first few levels hint at what's to come but it's only once you start progressing that you realise just how devious it all is. Seeing new creatures and exploring the ever larger levels is all great fun and there's something about the playability of it all that has me coming back time and time again. Maddeningly addictive with the gameplay to keep you hooked, **New Zealand Story** overflows with fun, feathers and fantastic playability.



A more impressive coin-op conversion you won't see. **New Zealand Story** is simply one of the most playable games around with some excellent presentation to boot. The graphics really are incredibly cute – in fact some of the enemies are so attractive it's a shame to shoot them! And what better to accompany the hilarious action than a rousing, cheerful tune which can be turned off if you prefer chirpy effects. The appearance may be charming but **New Zealand Story** holds plenty of challenge within its 20 fun-packed levels. If you ignore this you'll be missing one of the cutest AND most playable 64 games this year.



▼ Tiki searches high and low for his feathery friends



PRESENTATION 81%
Neat start-up screen. Multiload (after every Guardian) isn't too much of a problem since once you're on a load you stay there.

GRAPHICS 92%
Small but perfectly formed nasties and detailed backdrops.

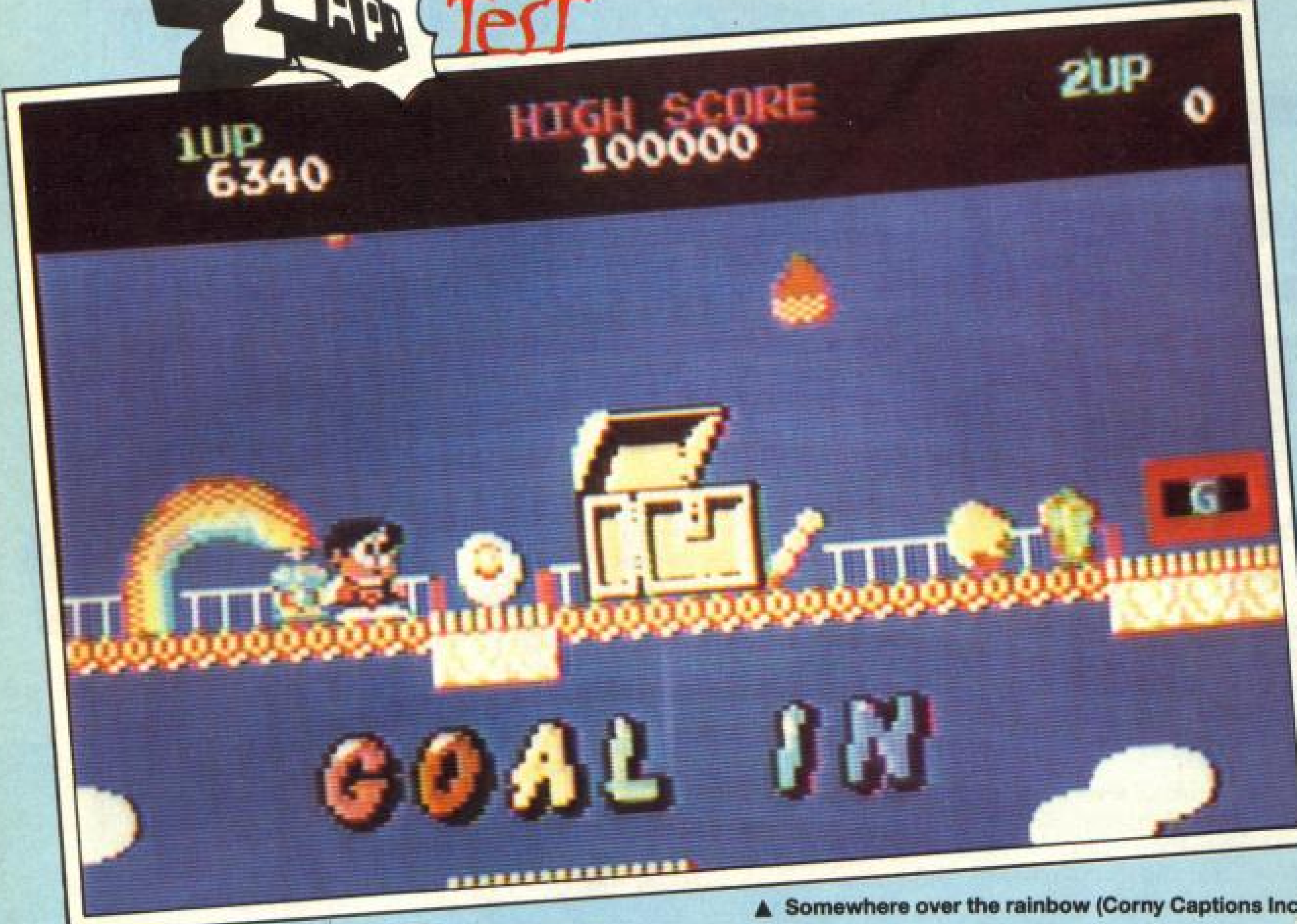
SOUND 85%
Either play with a bouncy soundtrack or some equally impressive effects.

HOOKABILITY 91%
Charming and instantly appealing gameplay.

LASTABILITY 94%
20 very tough levels to explore.

OVERALL 93%
Surreal leaping action combines with a strong shoot-'em-up element to create gameplay of the best sort: the FUN sort.

SIZZLER



▲ Somewhere over the rainbow (Corny Captions Inc) (64)



Rainbow Islands

Firebird, C64 £9.99 cassette, £12.99 disk; Amiga £19.99

A 64

●At the end of every rainbow there's a pot of Graftgold

There's this baddy, you see, and his name is Von Blubba. Boo. Hiss. In the early days, before the creation of the Rainbow Islands, Von Blubba was but an amateur nasty-piece-of-work, who relied on a few mad cronies and a spell or two to carry him through life.

Anyway, these two blokes, Bub and Bob I believe their names were, took on Von Blubba and won, when he abducted their totty and transformed the lads into bubble-blowing dinosaurs (for more detailed background information, please refer to Bubble Bobble arcade machine and computer game).

Girlies back in their arms, Bub and Bob (now in human form again) went off and built the Rainbow Islands. And what a lovely place it was, too. Always sunny, always colourful, and always packed with tourists.

This particular summer, however, a less than friendly party of sightseers descended on the islands and their inhabitants. Fresh from his Nastiness Refresher Course, Von Blubba and his motley crew have hunted out the islands, captured their patrons and have begun work on demolishing the whole setup. Two people managed to escape from the clutches of their captors, though, and there are no prizes for guessing just who the pair are!

As Bub (and Bob – in two-player mode) it's your job to release Rainbow Islands' POBs (Prisoners of Blubba) from a fate too terrifying to contemplate. Beginning at the bottom of the vertically-scrolling play area, you must battle and bounce your way, using platforms, to the top of the island to free the captives.

Sounds easy, doesn't it. It isn't. Cos there are a whole army of seemingly harmless, yet totally MMMEEEAAAANNNN, beasties littering the skies, positively itching to do away with you. This is no one-sided scrap, mind you, for luckily you have a trick up your psychedelic sleeve. A devastating Rainbow Blasta spell which, as well as being a useful bridging device when stuck for a place to stand, disposes of baddies when they're hit by it.

Every time an enemy is killed, an object is left in its place. These objects can be one of a number of items, the type of which is dependent on your style of attack. Hit the meanie with the top curve of the rainbow and he'll change into a bonus-giving piece of fruit. Catch him

▼ But wherever are Geoffrey, Bungle, George and Zippy? (Amiga)



Someone is going to get sick and tired of these cute coin-op conversions sooner or later. Until then, play **Rainbow Islands** to death, as it's easily the best of the bunch. And although the Amiga version is a fine programming achievement, bearing little difference to the arcade original, it's the C64 game which impresses me the most. Graftgold have had to write a full conversion of a 2Mb arcade machine for a 64K home computer. And it works. Well. Gameplay on both machines is furiously addictive, the multi-load not denting the player's enjoyment of the product one iota. Graphically, the Amiga **Rainbow Islands** is , unsurprisingly, identical to the coin-op, with the C64's display being an admirable representation of the original's on-screen action. Everything moves so quickly, too, considering the number of objects on screen at one time. Music and FX on both versions are similarly excellent, adding atmosphere and 'bounce' to the proceedings.

Rainbow Islands is a remarkably accurate conversion in both look and feel, with the 64 game deserving that bit more of a rave on technical merit.





▲ Searching for treasure on rainbow islands (64)



I can't lie. I adore the **Rainbow Islands** coin-op. I don't know why, it's just that those cutesy Japanese games intrigue me. These conversions intrigue me, as well. I'm intrigued to know just how Graftgold managed to cram so much of the original's features into a couple of home computers, and still retain the enormous feeling of pleasure which you get when tackling the coin-op. Some clever little routines have been utilised in the production of this game: the special items tally (the computer can automatically make your game simpler if you are continually being killed!), and the way the rainbow bullets arc their way onto the screen (the programmer told us that it took him ages to get that right!).

It looks as though **Rainbow Islands** has put Graftgold back on the right tracks. Pity it's driving me off the rails!!!



Jolly little Japanese games are all the rage at the moment, and this latest one from Taito and Firebird/Graftgold really hits the mark. Both versions have been lovingly slaved over by the programmers, and it shows in the final product. Whereas **Bubble Bobble** was a close conversion of the original, it lacked any real complexity in the gameplay. **Rainbow Islands**, on the other hand, is a good-looking piece of software, and it's got a lot of behind the scenes work going on, such as the statistics tables which the computer keeps, to determine which special object you're to receive. It looks good. It smells good. (Chomp Chew) By golly, it tastes good, too! **Rainbow Islands** is a must for fans of the coin-op, lovers of platform games, and everyone else.

▼ Paint the whole world with a rainbow . . . (Amiga)

with the underside of the weapon and a star appears where the nasty once stood. Collecting each of the differently coloured stars results in a very big bonus score.

A special item appears upon the demise of every third baddy. What kind of item you receive is, again, decided by the computer, which keeps a running total of in-game statistics (number of kills, etc). The list of handy gadgets is considerable, and includes running spikes (for a nippier getaway) two-hoop Rainbows (for a double dose of destruction) and three-hoop Rainbows (for a triple taste of terror!). At the end of each stage, an enormous (but sickeningly lovely) monster awaits you, its thoughts tuned only on the abolition of its enemy (ie you). So, be prepared to do battle with a big, chunky snail with huge, little-boy-lost eyes, a big, chunky spider with huge, little-boy-lost eyes,a big . . . etc.

Once you have scoured all of the islands, freed the hostages and done away with the creepies, the game is over. But be careful! There are two ways to complete Rainbow Islands**, and only one of them is correct! And guess what you've gotta do if you don't finish it properly? You've got it, bud – back to the beginning to try again!**

64

PRESENTATION 76%
Average attract screen, and two (yes two!) end of game stills.

GRAPHICS 82%
As good as they could be. Slightly blocky but colourful, rather like the coin-op.

SOUND 84%
Some chirpy in-game effects add lots of atmosphere, and the title tune is a faithful representation of the original music.

HOOKABILITY 93%
The first couple of stages are pretty easy to complete, and give you a taster of the fun to follow.

LASTABILITY 93%
Islands-a-plenty, and each one is a joy to complete.

OVERALL 92%
Possibly the best game of its genre on the 64 at present.

amiga

PRESENTATION 90%
With a look and feel highly reminiscent of the arcade original, it's hard to find fault.

GRAPHICS 92%
Apart from the odd minor colour change, sprites and backdrops are arcade perfect, albeit a tad slower-running.

SOUND 86%
A jolly ditty plays throughout, with suitable effects adding that bit extra bounce.

HOOKABILITY 92%
Fun from the word go, the pace and difficulty level are set just right to instill confidence in the player's abilities.

LASTABILITY 92%
There are a couple of animated end-screens to see, and you can't give up until you've seen 'em now, can you?

OVERALL 92%
Colourful, loud and fun, it's like having the coin-op in your own bedroom!



ZZAP! TEST

GEMINI WINGS

64 A

Virgin, C64 £9.99 cassette, £14.99 disk; Amiga £19.99





While the Amiga graphics have a kind of naive charm, and there's an impressive variety of them, a serious attempt hasn't been made to do anything like a close coin-op conversion. The resulting game is an okayish two-player shoot-'em-up. Unlike the Amiga the C64 has had a vast quantity of smoothly-scrolling blasters written for it and sadly this just doesn't stand against such stiff competition as **Armalyte**.

The Soon-Day Spirit newspaper is the pinnacle of bad taste in the galaxy with its totally OTT headlines selling newspapers by the spacetruck load. Who can forget the classic 'Hitler was a Green Ninja Potato With A Custard Slice On Top' headline or the classic 'My Fiat Panda Started First Time' one liner - all unbelievable but sadly biased towards Earth events and current affairs.

The Soon-Day Journalists were particularly adept at avoiding the blame for their stories but it looks like they've overstepped the mark this time. With the 'Die Mutant Alien Scum' heading on the latest issue they've really gone and riled up their alien readership good and proper. So much so, that yes, you've guessed it, they've gone to war. But the 'mutant alien scum' failed to notice the development of the Gemini Wing fighters and now they're about to regret it.

Lifting off, the fighters punch through the atmosphere destroying alien ships in their way. Basic lasers are fine but by picking up the capsules left behind in the slimy alien wreckage the fighters can get powerful weapons like The Windscreen Wiper of Death and the Spiralling Circle of Death.

Of course, the aliens want to get in on the act and squash the Gemini Wing fighters flat. With the hordes of millipedes, spitting worms and narrow caverns as hazards they may just do it. Not only this but the big guns have been rolled out to combat the puny Earthlings – the giant walrus, firing deadly Smarties, or the rock creature with extendable eyes come out to play at level's end



Strange how the 64 version is a one-player game only (especially since the demo we saw last month had two fighters in it). Losing the two-player facility with its team spirit element is a serious disappointment, although the first few levels are playable and graphically attractive. If all you're looking for is a very playable blast, this isn't bad. On the Amiga there's the two-player mode, but the graphics are rather lacking in detail – the mother aliens are more cuddly than vicious and cruel. But like the C64 game it's all very playable, and there's some great music too.

▼ **And all because of a wacky headline . . .** (Amiga)



▼ **Destroying hordes of 'alien scum'** (C64)



64

PRESENTATION 73%
Attractive packaging. Prolonged multiload. One player mode only is a let down.

GRAPHICS 79%
Some neatly shaded backdrops, satisfyingly large and varied sprites.

SOUND 68%
Pleasant tunes per level but lacking powerful or varied effects.

HOOKABILITY 76%
Would have been better and more fun to get into with two player action but the instant appeal is still strong.

LASTABILITY 70%
Seven playable levels with enough challenge and variety.

OVERALL 65%
Nothing new in concept but nice to look at with some varied weapons to pick up.

amiga

PRESENTATION 60%
Multiload before meeting the end-level alien isn't too good an idea.

GRAPHICS 59%
Some moderately impressive mother aliens but the general graphical quality is average.

SOUND 80%
Highly atmospheric tunes throughout.

HOOKABILITY 69%
Good two player blasting action although the game isn't overly attractive to the single player.

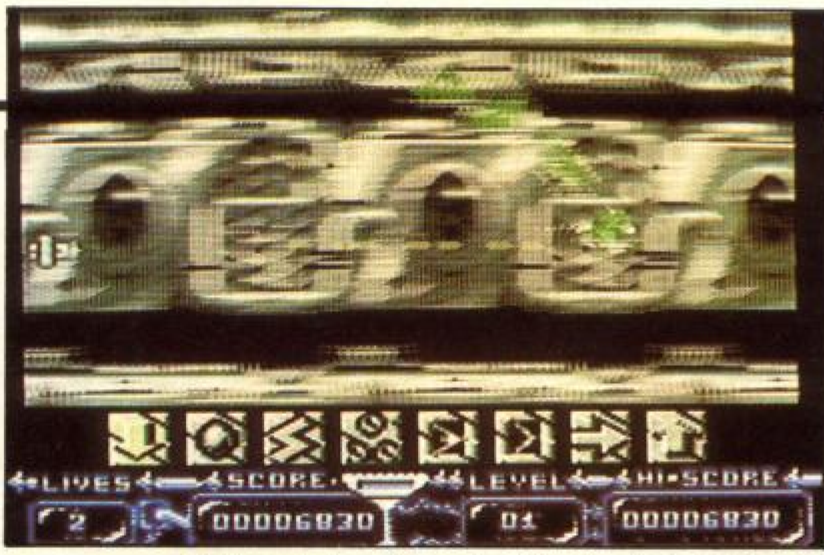
LASTABILITY 69%
Even with the continue play it's not an easy game.

OVERALL 69%
Standard blasting fodder with a few extras to liven it up.

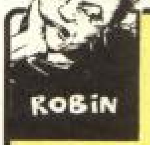
64 INNER SPACE

Interactive, C64 £9.99 cassette, £14.99 disk

This horizontally-scrolling, multiload shoot-'em-up has nine levels, with over 130 alien types. Aliens come in the usual attack waves, and if you destroy a wave you get an energy point to activate a special system. The twist is that if you fail to wipe out a wave you *lose* an energy unit, and on top of that the first system causes you to lose a life! The other systems are smart bomb, shield, speed-up, normal weapon, photon pulsar, increase shield power and extra life, activated by hitting the space bar.



▲ Clever photography captures the blur effect of high speed mode . . .



We've seen it all before – here comes a **Sanxion** meets **Delta** clone with very few frills to match the two classic Thalamus games. **Inner Space** is something of a mixed up program with smartly executed parallax scrolling, good looking backdrops and moody title music on the one hand, and horrendously simple title screen, shallow presentation and little gameplay variety on the other. Leave it well alone.



Inner Space is distinguished by some good graphics with parallax scrolling fast enough to be slightly disorientating. The intro tune is similarly impressive and sound FX okay, but playability is dubious. The only real innovation on the horizontal shoot-'em-up format is the fact that if you don't wipe out a wave, you lose one of your previously collected energy units – especially irritating when the add-on weapons aren't that impressive.

amiga

There are no plans for an Amiga game.

update

PRESENTATION 42%
Good cover art and loading screen, but no scenario.

GRAPHICS 60%
The end-of-level monsters are somewhat disappointing.

SOUND 48%
Good intro tune, but no in-game music.

HOOKABILITY 47%
Basic shoot-'em-up appeal.

LASTABILITY 38%
Little variety in nine multiload levels.

OVERALL 44%
A mediocre shoot-'em-up with irksome add-on weapons.

ZZAP! Test

HOSTAGES

A 64

Infogrames, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

After years of waiting in the wings, the Monster Raving Loony Party have seized control of Government and have begun a vicious campaign. They're plan is to use a new DNA re–structuring chemical to mutate every opposition MP into a crazed eighteen-footed creature, thereby rendering them unfit for future Parliamentary debate (although some would argue at the validity of that last statement).

The two main parties have formed a coalition, with the sole intent of removing the Loonies from Government, thus rendering British politics the normal, haphazard joke which it usually is. The plan is to place three crack SAS marksmen around the Houses of Parliament, then fly in another three via helicopter to storm the building and 'incapacitate' the unwanted guests inside.

But wait! The MRLs have taken a number of Green Party members hostage. Their demands are thus:

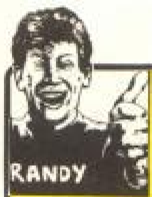
1. Free tickling sticks for all,
2. The abolition of the Community Charge, replacing it with a tax on sanity.
3. Unarmed transportation to a small fortress, based somewhere on the Isle of Scilly (geddit?).

Of course, such preposterous requests are simply out of the question, so the plan comes to fruition..

In the first section of this two-load game, you, as mission controller, must deploy your men to positions marked by crosses on the building plan. Tread carefully, as the Loonies are watching for any movement using high-powered spotlights.

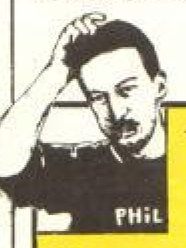
When your troops are in position the scene switches to the building itself. Here, you must strategically place the remaining soldiers (positioned on the rooftop) around the top of the siege site, ready to abseil down to enter through the windows below. Should any terrorists appear at the windows, you can use your marksmen to dispose of them. Be careful, however, as you can only make out silhouettes of whoever is inside – it could be either a terrorist or a hostage!

Once inside, you must search the three storeys of the Parliament building, shooting any terrorists encountered. Some are relatively simple to take out, while others will dodge and weave whilst shooting back at you. The most dangerous terrorists, however, are the ones standing in front of a hostage. Your orders are to bring the Green Party members out alive – ALL of them – and the MRLs know that.



RANDY

While both loads vary wildly in format, the two sections hold together well as a game. Troop deployment in level one is a lot of fun, with your man having to duck, dive, somersault and get shot every time a spotlight comes your way. Where **Hostages** really comes into its own, though, is on the second load. Even with the map an enormous feeling of 'who's there?' is present every time you turn a corner. Lasting qualities are questionable, due to the lack of stages, but there are a host of difficulty levels which should keep most budding SASers going for a while.



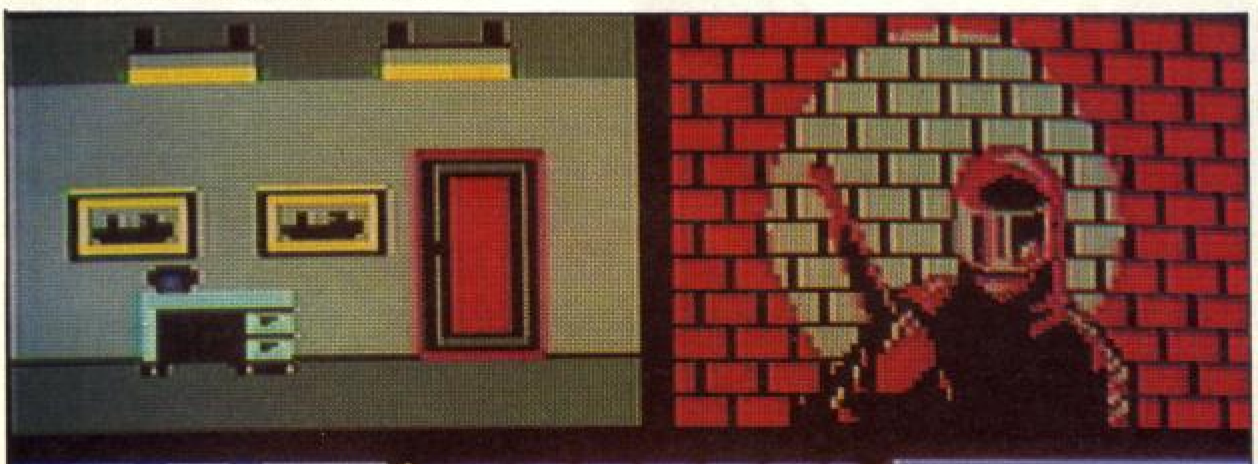
PHIL

Hostages is yet another polished piece of original software from Infogrames. Both C64 and Amiga versions are equally well-presented, with the top half of the screen displaying the action while the remainder shows the mission map, time and soldier currently under control. Throughout both game sections enormous tension builds up just as it would in a similar real-life siege. However, with just the two sections, gameplay is very limited in variety and I'm not sure the initial appeal will last that long.

▼ One of your marksmen aims with a telescopic sight (Amiga)



▼ You've just broken in through a window (64)



64

PRESENTATION 82%
Large array of options, good screen layout.

GRAPHICS 62%
Good animation but graphics generally lacking in detail.

SOUND 66%
Good intermittent tunes and typical firing effects.

HOOKABILITY 70%
Not over-complex.

LASTABILITY 60%
Four missions, but generally lacking variety.

OVERALL 66%
An above-average, original game with dubious lasting appeal.

amiga

PRESENTATION 82%
Plenty of options.

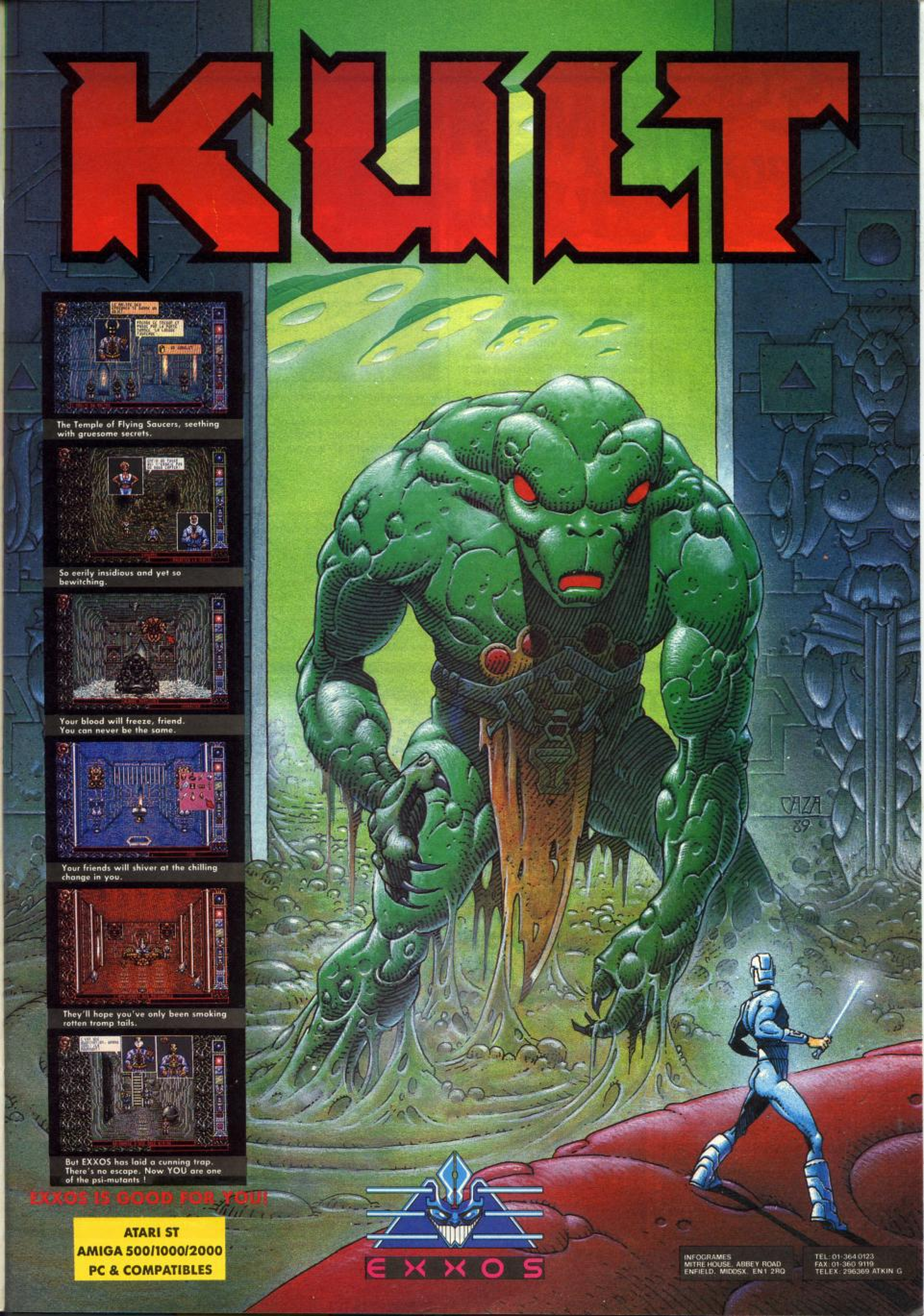
GRAPHICS 80%
Detailed and atmospheric.

SOUND 72%
Some nice tunes and effects.

HOOKABILITY 80%
Initially intriguing.

LASTABILITY 69%
General lack of gameplay variety.

OVERALL 74%
Interesting, at least in the short-term.



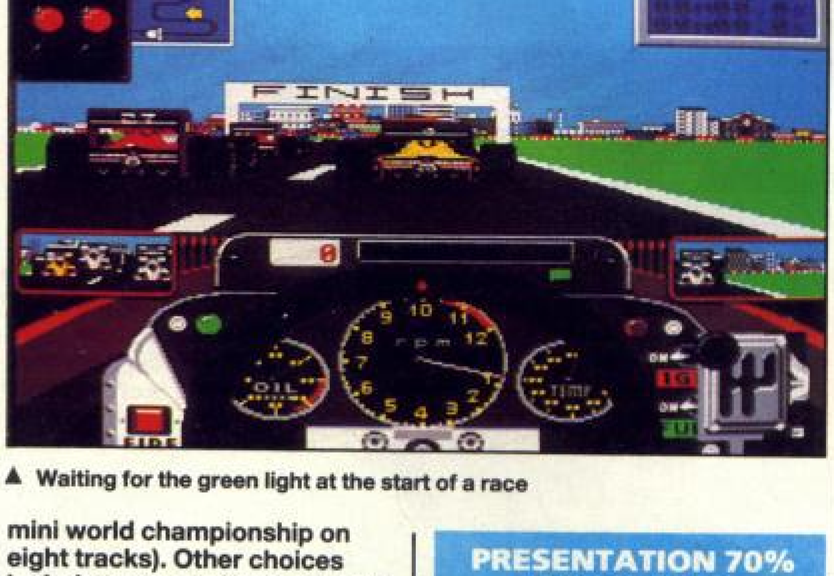
KULT
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grand prix Circuit

Accolade, Amiga £24.95

The sun is shining, the tarmac is hot and sticky. Yes, it's the Grand Prix season once again and is Nige ever getting his Ferrari working properly? Probably not, but why don't you give it a whirl in Accolade's 16-bit conversion of the C64 motor racing sim.

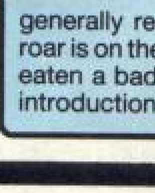
McLaren, Ferrari or Williams Formula One cars are at your disposal, each vehicle having various strengths and weaknesses. Once you're satisfied with your selection, you are greeted with the race statistics menu. Here, you can select either a Practice lap, Single Race (qualifying lap and the race proper on whichever course you desire) or the Championship Circuit (a mini world championship on eight tracks). Other choices include amount of laps per race and skill level.



▲ Waiting for the green light at the start of a race



I totally disagree with Randy. Being a big fan of **Ferrari Formula One** I found **Grand Prix Circuit** over-simple. Furthermore I prefer the actual racing section of **FF1** to this as the cars move and corner more realistically and the atmospheric engine noises are far superior. Admittedly if you can't be bothered with a complex simulation, this is a playable alternative but motor-racing fans would be better off getting **FF1**.



While the general look of **Grand Prix Circuit** comes close to that of **Ferrari Formula One**, the two should not be compared. **FF1** was an out and out simulator, whereas **Grand Prix Circuit** offers much more in the way of arcade-style road action. Vehicles move in a generally realistic manner and track movement is smooth. Engine roar is on the wimpy side, sounding more as though the driver has just eaten a bad curry! Ignoring this, **Grand Prix Circuit** is an excellent introduction to computer motor-racing.

PRESENTATION 70%
Quite a few options.

GRAPHICS 64%
Not that realistic.

SOUND 48%
Farty engine noises.

HOOKABILITY 68%
Easy to play.

LASTABILITY 58%
Ultimately unsatisfying.

OVERALL 62%
Rather disappointing.

THE CHAMP

Linel, Amiga £24.99

Boxing causes brain damage? I dunno what you mean 'Arry. It's an art, a sort of ballet with knockouts.

At least you won't get hurt playing Linel's version of the 'gentlemanly' sport. You are a young fighter with your sights set firmly on being WBC champion. To achieve this you'll need to beat the existing champion. But he won't fight you straight away, so you must defeat a number of lesser opponents before you get a title shot. After a couple of backstreet fights you're spotted by a manager who'll train you in the gym with the sandbag, punchbag and skipping rope. How well you do here determines your 'condition' for the next fight.

During a bout the boxer is controlled in typical beat-'em-up style and can win either by a knockout (by reducing the opponent's energy level to zero) or on points.



After taking such a long time to appear **The Champ** comes as something of a disappointment. I was hoping for a detailed simulation but this is really just an everyday beat-'em-up with hardly any strategy attached to it. I also found it far too easy to become world champion by repetitive use of a couple of moves.

▼ Time for an action replay of the knockout punch





Why is it that everyone hates this game except me? Granted, for most of the time the gameplay is short on variety and doesn't take too long to master, but that's boxing all round, isn't it? **The Champ** is an admirably-presented piece of software, although some of the features of boxing are missing – where are the dirty tactics?! 25 quid is also a bit steep but **The Champ** may be of some interest to well-off boxing fans.

PRESENTATION 70%
Good manual including history of boxing.

GRAPHICS 67%
Elegantly animated fighters.

SOUND 60%
Okayish Rocky theme and mediocre effects.

HOOKABILITY 57%
Typically playable beat-'em-up action.

LASTABILITY 44%
A shallow simulation.

OVERALL 52%
Certainly not a knockout.

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Form 2-19
Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.
LAB ASSISTANT: The Geek

Well what do you know? I only had to moan about the lack of C64 adventures last month and SSI came up with not one but two excellent C64 RPGs. The Geek was so happy that he jumped for joy out of the third floor window of ZZAP! Towers — it took me five reels of black thread to sew him back together. However some of his bodily parts were irreparable and I don't expect there to be any more little Geeks in the future unless I build them myself!
As well as doing hours of needlework, this month I guided a party of five (the SDP perhaps?) around the wilderness, got involved in some Azure Bondage, and was bitten by a nasty creature with long, sharp teeth — and no, it wasn't Esther Rantzen (thank God!).

LAB Report

PERSONAL NIGHTMARE

Horrorsoft, Amiga £29.95

The Geek beats me at chess and rearranges my bodily parts, the world is taken over by hordes of Robin 'Boyo Wonder' Hogg clones who force everyone to play flight sims all day, and I miss an episode of Cell Block H: that just about sums up my personal nightmare. For other people, vampires and demons are the things most feared – I'm not worried about them though; when you live with a 'thing' as ugly and stupid as The Geek, ghosts and ghouls seem positively lovable. Besides, some of my best friends (and relatives) are well-known for returning from the dead – my Great Uncle Boris has staged more 'comebacks' than Joe Bugner although he hasn't been knocked out as many times!

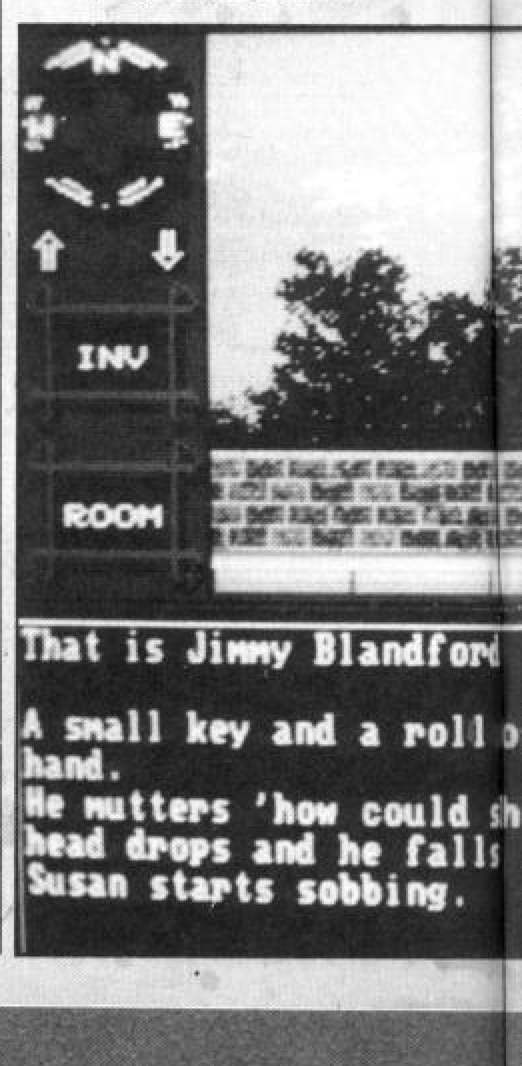
The tiny village of Tynham Cross sounds like my kind of place. It is gradually being taken over by the devil himself who has already possessed some of the residents, making them take part in bizarre rituals where some unlucky innocent gets sacrificed. Quite why the devil wants to subvert such a sleepy little place is beyond me – the village's only place of entertainment is the pub, The Dog And Duck, where you're staying. Why are you here? For the beer? Well not exactly; your dad, the local vicar, has mysteriously disappeared along with your mother, who invited you to stay for the weekend.

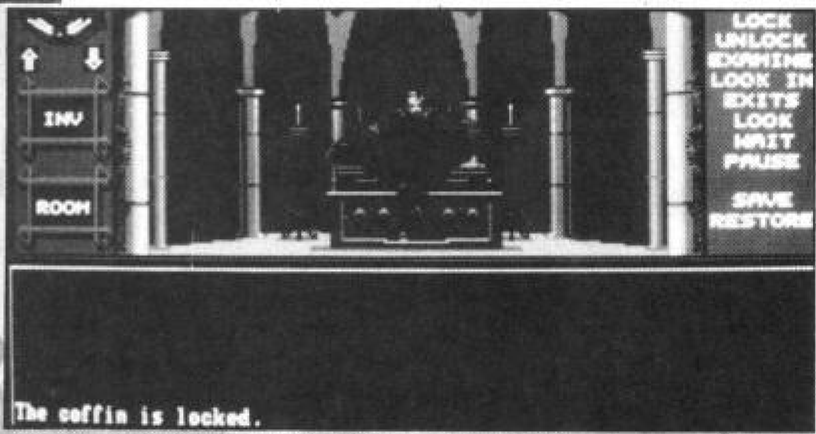
While you're checking out your room, you hear the screech of brakes in the street below. Drunken photographer Jimmy Blandford has just been run over and left dying in the road. At last, the adventure has truly begun. It's up to you to collect hard evidence of evil doings and present it to the local bobby to get the relevant people arrested. But with hellhounds and vampires looking for a quick bite you'd better keep eating the garlic, monsieur smelly breath.

Tynham Cross consists of only ten buildings including a church (with a vampire sleeping in the crypt!), garage, post office, and the charred remains of the old manor which burnt down a few years ago, killing the parents of Tony Donaldson, a young lad who now lodges at the pub. To enter most of the houses you'll need the relevant keys and know that the owner is elsewhere – getting caught prowling around someone else's house results in your arrest and the end of the game.

Personal Nightmare is yet another graphical adventure in which the mouse is used to choose from an on-screen list of commands. They can be typed in if you prefer, along with extra input not included in the list. The vocabulary is fairly small and I found it difficult to use one object on another – there isn't a USE or OPERATE command – although in the case of UNLOCKING doors the correct key is automatically used.

The mouse can also be used to identify objects/people which





▲ Damn, I knew I should have eaten that garlic bread

appear in the large graphics window by simply pointing to them. Objects can be dragged into your inventory with, appropriately, a red hand. However, unlike the similar *Déjà Vu II* the positions of objects within a room can't be altered – you can only take them. On opening the inventory or looking into a cupboard etc the main graphical display is replaced by a window showing all objects therein.

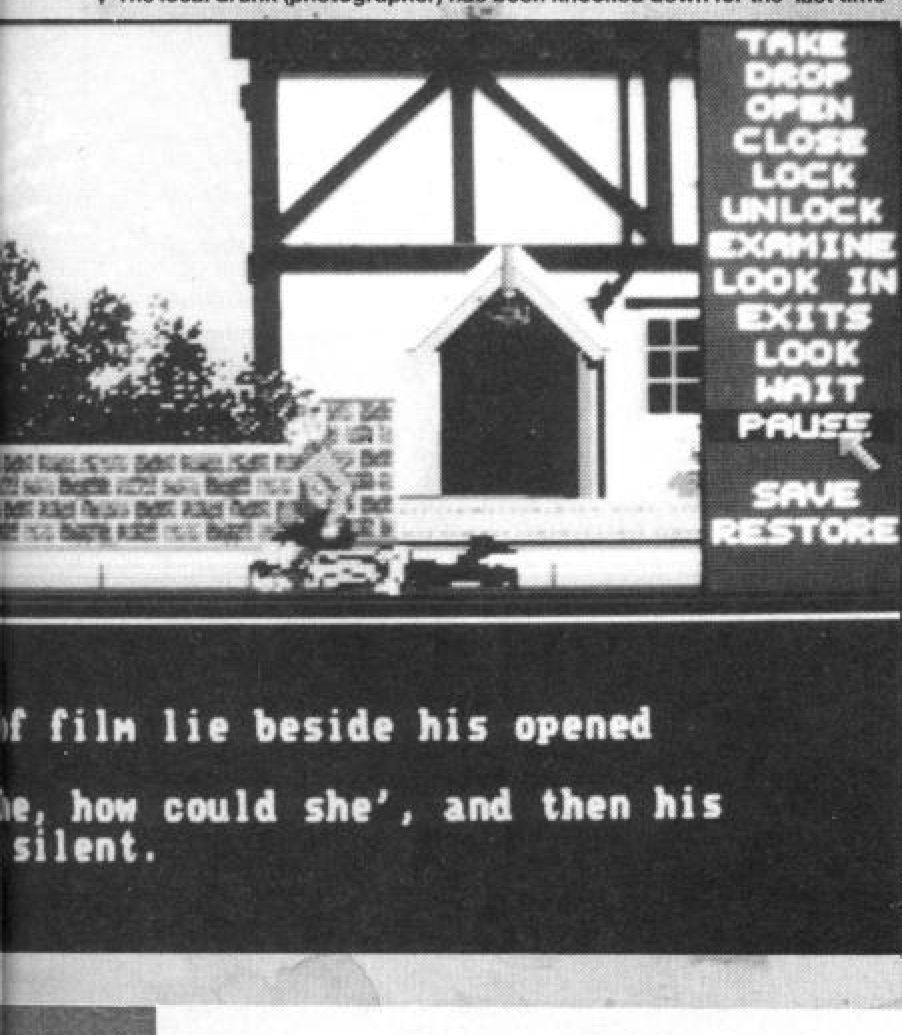
The numerous characters encountered all lead independent lives, roaming around the village at will. Communication with them, however, is limited. You are only allowed to ASK someone ABOUT something and they often don't reply at all.

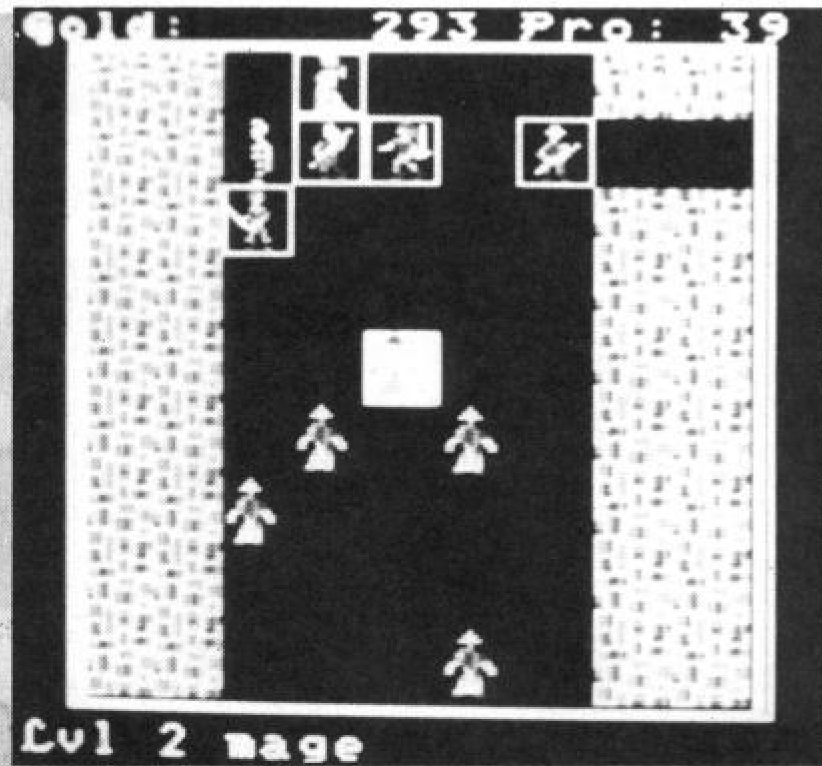
Mike Woodruffe's design team (whose past hits include *Gremlins*, *Seas Of Blood* and *Masters Of The Universe*) spent 18 months developing *Personal Nightmare*, using a special adventure design language, Agos. One of the main selling points of the game is its superb presentation with 600K of sampled sound and remarkably detailed graphics. Computer-controlled characters are all excellently drawn and animated – Mr Roberts, the village registrar, even hangs up his jacket after entering the pub.

The high quality presentation helps to create a good atmosphere, the only drawback being that there's inevitably much disk accessing and shuffling – the game comes on three disks. This interrupts the otherwise flowing play although nowhere near enough to spoil the enjoyment. The 'Hammer horror'-style plot is chilling (although Horrorsoft claim that it's all in good taste) and there are plenty of puzzles to solve and people to rescue while you admire the gorgeous scenery.

ATMOSPHERE	92%
PUZZLE FACTOR	84%
INTERACTION	76%
LASTABILITY	90%
OVERALL	87%

▼ The local drunk (photographer) has been knocked down for the last time





▲ An encounter with five spell-casting Mages.

DEMON'S WINTER

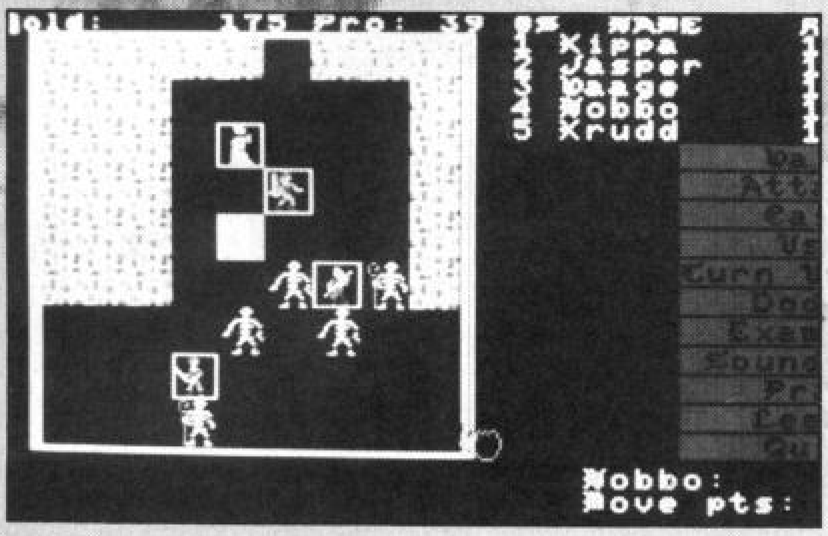
SSI, C64 £19.99; Amiga £24.99

Well knock me down with a heavy sledgehammer (trust me, I know what I'm doing), it's another of them role-playing doobries. You create and control five characters whose mission is to search the large world of Ymros for the spells needed to see off a particularly evil demon, Malifon. He's currently trapped in a volcano, but this hasn't prevented him from casting a whopper of a spell to change the world climate (I blame it on the depletion of the ozone layer myself). Now it's permanently winter and the seas have turned into blood (the water's not quite up to European safety standards, but good enough for Britain!).

Creating a character is achieved by first choosing its race (Human, Elf, Dwarf, Dark Elf, or Troll), each type having positive and negative modifiers for some of the nine character traits. Non-human races also get a bonus skill, eg dwarves can see in the dark. Five character traits (Speed, Strength, Intellect, Endurance, Skill) are determined by simulated die rolls – you get two chances to reroll any low values. The other four traits are Hit Points, Spell Points, Level, and Experience, the last two increasing as progress is made in the game. Finally, the character's class must be chosen from ten: Ranger, Paladin, Barbarian, Monk, Cleric, Thief, Wizard, Sorcerer, Visionary, and Scholar. After choosing one you are presented with a list of possible skills (relevant to the chosen class) from which two can be selected.

When you have a party of five it's time to go adventuring. The extensive world of Ymros is shown from overhead with your entire party represented by a single, simply animated character. A list of adventuring commands appears to the right of the graphics window with another window below for text messages. On the Amiga, movement is achieved by pointing the mouse in the desired direction; commands are also selected using the mouse. 64 owners use keys for commands (selected by initial letters) and can also a joystick to control all movement. General commands include Look For Traps (one of the party must have the Detect Traps skill), Take/Drop items, and Inspect surroundings for items.

While exploring the lands, dungeons and seas (by buying a boat), enemies are often encountered. Combat takes place as soon as you are spotted by hostile creatures. The display switches to that of the combat 'arena' with the characters this time portrayed separately. For each combat round, every character gets a certain number of action points (equal to his Speed) to use for movement and attack. To attack an enemy the



▲ Nobbo the Dwarf – a deceptively vicious character

character must be adjacent to it – there are no missile-firing weapons. Characters may also Dodge enemy attacks, making themselves harder to hit. Wizards may cast a variety of useful spells during combat although powerful mass destruction spells (such as Fire Storm which covers a 5x5 block area) cannot be used in the first round of combat. If your party is outnumbered you can always make a quick escape by running to the edge of the arena, although all characters must leave at the same point. Alternatively, if you successfully kill all enemies you are rewarded with their possessions and money (even rats carry gold pieces!).

Scattered around the landscape are lots of towns. It's a good idea to enter one of these at the start of your quest to buy weapons and provisions from merchants – a bit of shrewd haggling can get you a lower price. However, merely buying a powerful weapon does not entitle a character to use it, he must have the relevant skill and enough strength. For some reason characters must also Equip themselves with weapons and armour before they can be used. This option is only accessible when in Camp: fortunately the party can Camp at any time, bringing another set of options into play including Hunt for food, Sleep (this restores lost hit and spell points), and Worship.

The latter involves a character with Priest or Shaman skills praying to his deity – there are ten different gods who can each come to your aid (if they hear you) in combat or camp. Each one can only help in one way such as resurrecting a character, lifting your party out of danger, and killing your foes. However, each character may only worship one deity and becoming a priest costs valuable intellect points. Gods also need to be kept happy by praying to them and making donations when you find a relevant temple (each town has a single temple devoted to one of the gods).

As you'll already have gathered, *Demon's Winter* is an RPG that owes much to Dungeons and Dragons in both scenario and game mechanics, although the gameplay is nowhere near as deep as in the superior official D&D game, *Curse Of The Azure Bonds* (reviewed here, in case you're blind!). Still, the world of Ymros is massive (32 times larger than SSI's *Shard Of Spring*) and will take weeks if not months of play to fully explore. The game is easy enough to get into with its easy-to-use command system and simple combat routines, although the latter are not as satisfying as in *Curse*. The game's main flaw is undoubtably its dull appearance, especially on the Amiga); the graphics are very simple and largely unanimated even in combat, and sound is virtually non-existent. Actual gameplay is reasonable, but not as interesting as *Curse*.

64

ATMOSPHERE	60%
PLAYABILITY	72%
LASTABILITY	75%
OVERALL	70%

amiga

ATMOSPHERE	52%
PLAYABILITY	68%
LASTABILITY	71%
OVERALL	64%

CURSE OF THE AZURE BONDS

SSI, C64 £24.99

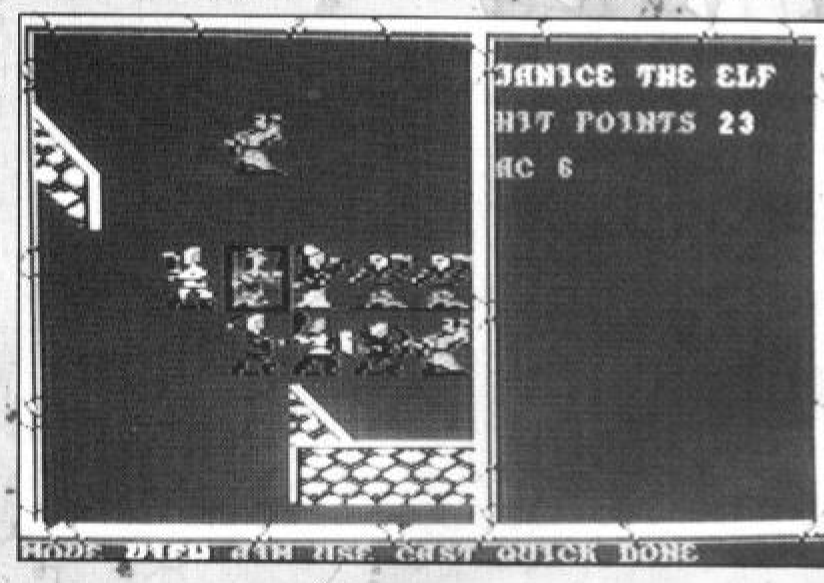
Since its origins in 1977 Dungeons and Dragons has become an institution in itself. *Curse Of The Azure Bonds* is the next chapter in the Forgotten Realms computer game saga, taking the heroes of the *Pool Of Radiance* and *Hillsfar* scenarios into ever deeper perils and adventure filled lands.

The scenario for *Curse* is a mysterious one – the adventurers of great renown are awaken from a magic sleep only to find themselves in a small inn in the city of Tilverton, not prisoners, but devoid of any memory of recent events.

All their possessions have been taken but in return the party find themselves with a branded with an image of five strange bonds on their sword arms. The bonds have been created with very powerful magic and are strong enough to at times command your actions, often with dangerous results. Unless you find the source of the bonds and the reason behind them, you will forever be subject to their strange power.

In much the same way as *Pool*, the adventurers begin their quest with very little information about the situation to hand. The city of Tilverton is relatively small but contains all the essential shops and services to get your party on the road.

Novice players lacking characters from the previous games must first work their way through the involved character generation system with six races, nine alignments, two genders (how many were you expecting?!) and six basic character classes to choose from.



▲ Janice the Elf prepares for combat

Multi-class characters can also be created if you select cross-breed races – the Half-Elf has a weighty 12 character classes to choose

▼ What a motley collection of characters!



from (including the complex Fighter/Magic-User/Thief class). The addition of not only multi-class but new single class characters (such as the Paladin and Ranger) opens the game up and allows the player more choice and a lot more scope to create a truly mixed band of adventurers, mirroring the original RPG well and giving the players more scope for playing new characters.

Once the party is created it's out into Tilverton to start exploring. *Curse* plays much like *Pool* (if not in an identical manner) with the adventurers using the top left window for movement with the status panel on the right and the commands along the bottom.

Through these commands the adventurers can perform a wide range of actions and tasks from spell casting to swapping weapons in mid combat. Characters can rest or memorize new spells, the icons of each adventurer can even be physically changed to suit personal taste. The player is given more than enough options to use, in keeping with the immensely complex role playing game, and an involved storyline to match.

When combat inevitably occurs the screen display changes with half the screen taken up by the status panel, the left half showing the combat in pseudo 3-D form. Spells can be cast and ranged weapons used by lining up targets and unleashing the firepower – men move into close combat and the battle begins. Not much in the way of change from *Pool* in this section, although the monsters are generally a lot better drawn and animated, with Salamanders, Hunting Dogs, dreaded Beholders and very large Black Dragons to roast your halflings!

There are obviously limitations as to what the adventurers can do but like *Pool*, SSI make maximum use of the 64's memory to squeeze in a mass of locations to explore, people to meet, spells and weapons to use, missions to undertake and foes to defeat.

The ongoing story sees the adventurers take on the mysterious (and very lethal) Fire Knives tribe, confront the King of Cormyr and his princess, rescue Dinswart the Sage, locate three artefacts and explore Dagger Falls in the process. The depth of the game is considerably more than previous SSI RPGs with mini-adventures combining with major adventures, all together under the one big quest to remove the Azure Bonds.

The inevitable climactic battle sees the adventurers take on an old foe literally back from the dead but in the guise of another person – (Cryptic Hint: Make friends but beware, one of them isn't what they seem, you'll find out in the end).

The city of Tilverton is only a very small part of *Curse*, there are underground caverns, sewers and outside in the wilds; the Elven Forest, the Keep of Zenthil, Yulash, the citadel at Hap, the Temple of Yulash beckons and many other lethal locations await.

With its intricate plot and superb player interaction *Curse* creates a very strong atmosphere with authenticity lent to the proceedings by the mass of options and the well executed tactical combat display.

Admittedly a little of the innovation is lost as the game is a sequel, and £25 could be regarded as quite a high price to pay for something that is remarkably similar in style and techniques to a previous game, even with the demo and neat animated scenes. But when you consider what's to be found within it (and not all of it is at all friendly) *Curse* certainly proves a worthy sequel to one of the better RPGs around.

ATMOSPHERE	**89%**
PLAYABLILITY	**83%**
LASTABILITY	**86%**
OVERALL	**86%**





SCIENTIFIC SUGGESTIONS with The GEEK

It's nice to some tips coming at last. Special thanks must go to Paul Hardy of Sheffield for his Journey hints and sterling work as a Clever Contact – well done Paul, you get this month's £30 worth of software.

WIZ BIZ: Before you can get to the river you must VAULT WALL with the clothes prop. CAST THE LONG ROD to get the sock. To get to the wardrobe drop the sock in front of the dog.

BEYOND ZORK: To heal the Pterodactyl you'll need a Rod fo Anaesthesia and a limp weed. POINT ROD AT PTERODACTYL, GET ARROW, RUB WEED INTO WOUND, GET WHISTLE, WEAR WHISTLE.

To help the Minx, ERASE FOOTPRINTS when the hunter comes searching.

To slay the Undead Warrior use your Vial of Holy Water: THROW VIAL AT WARRIOR.

Selling the tear-shaped jewel will give you enough cash to purchase the Hourglass.

ROBO CITY: Squeeze the duck to please the Baby Robot. Wear the Arm Strengtheners so you may carry the Battery.

REDHAWK: Give what you find on the train to Leslie.

When your popularity is down nab the mugger.

Give the gloves to the scientist.

SHARD OF INOVAR: If you cannot reach Arthemin because of your barriers, DROP STAFF, NORTH THROW INOVAR.

Mount the Laryx to pass the mire.

LIFE TERM: Use the clothes and pillow to MAKE DUMMY.

Lock the pilot in the foodstore and then SEND DROID TO SHIP.

Enter the Trader Ship and INSERT CARD (ID card) into the ID scanner.

CLEVER CONTACTS

Loadsa clever people who'll help you if you're stuck. But be nice to them – send them an S.S.A.E. if you're writing, and if you're phoning don't go reversing the charges on a call to New Zealand!!! (Or anywhere else for that matter!)

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69.
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY.
Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death.
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH.
Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission [illegible], Gremlins, Robin of Sherwood.
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, Subsunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, New Zealand.
Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland.
Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never Ending Story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the Rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU.
Tel: 0282 74765 (between 6pm and 10 pm)

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Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

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Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

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Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

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Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka I,II,III, IV, Zim Zala Bim, Cricket Crazy I, Kobyashi Naru.
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THE GEEKY GUIDE TO JOURNEY

Tips by **Paul Hardy**

FOR STARTERS

The Map

Buy it in Webba's and then try to sell it back to him. Cast the Glow Spell on it when you are able and then examine it when you are across the river.

Minar

Enroll his help when you are in the Tavern as he will be invaluable when he Scouts the local countryside.

The First Junction

Send Minar to Scout, then take the right-hand path.

The Hermit

When ou enter his hut someone should look around, then you should Tell The Truth. When you exit examine the bag you are given.

The Staff

Cast the Glow spell on it so you may travel in dark places.

ON THE RIVER

Looking For Gold

Keep looking for gold in the river and, when Tag is in danger of being swept away by the flood, Praxix should cast Elevation at Tag.

Crossing

Build your raft as high upstream as you can and then keep Crossing the river to survive the waterfall.

THE NYMPH'S AMULET

You cannot take the Amulet from the Treasury, so go to the Smelly pool and take the torch. Go to the Treasury and take the Amulet, then Proceed. Drop the Amulet into the pool and then go back to the Smelly Pool; dive into it and take the Amulet.

UNDERGROUND

The Horror In The Tunnels

When Praxix is alone he should cast his Tremor spell.

Orcs In Cavern

Before you attack them Praxix should cast his Mud spell. and Hurth should go to attack their Flank.

Orcs In The Tunnel

Praxix should first cast the Tremor spell and, when they come towards him, cast Elevation on himself.

The Identical Chambers

If you are stuck here in the Dwarves' Dungeon, Praxix should cast Flare, go up, and cast Elevation at Hurth.

THE WOMAN BY THE RIVER

Tag should first Stay Hidden and then Approach. He should then Examine Woman, Approach, Speak to Woman, Speak to Elf, Speak Elvish, TAG-LA, BRAN-AGRITH.

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Dropzone (US Gold)
1,207,080 Rob (Mission Completed, You are a Megastar) H

NUMBER OF PLAYERS SENT OFF IN ONE KICK-OFF MATCH
6 Rob (I'll KILL that bloody E Boylan Ref!) H

NUMBER OF OWN GOALS SCORED IN A SINGLE KICK-OFF MATCH
4 Robin ('Phil Cheats') Candy, TGM Towers

BIGGEST VICTORY (AND MOST EMBARASSING FOR THE LOSER) IN A KICK OFF MATCH
8-0 (Phil King not just beating Robin (Own Goal) Candy but slaughtering him)

0898-555081

WHAT A LOAD(IT) OF OLD MILLS!

Win One Of 10 LOAD-IT's In This Easy-To-Enter Compo!

ZZAP! COMP



Do LOADing problems hamper you? Does one of the best titles in your collection simply fail to run? Pee'ed off because of it? Fret no longer, the answer to all your prayers is here!

Enter stage left the LOAD-IT cassette deck for the C64. It looks like a C2N, tastes like a C2N – my God! It IS a C2N!!! Well, apart from the smart, hi-fi-ish volume indicator and the twiddly bit on the top. And that's what makes the difference, for the twiddly bit (knob, to you) is linked directly to the azimuth screw inside the deck – a little twist and BY JIMINY, DORIS! A perfect LOAD almost every time!

We've got ten – yes TEN – of these delightful little gadgets (each worth £39.99) to give away, in this month's super-sexy Hotline Comp. How do you enter? Easy. Just pick up that telephone receiver and dial

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to hear EXACTLY what you've gotta do folks! And remember, calls are charged at 38p per minute peak and standard times (8am-6pm Mon-Fri), and 25p per minute off-peak (Mon-Fri 5pm-8am, Saturdays, Sundays and Bank Holidays). So check with dad (or mum if he says no) and MAKE THAT CALL!

Send all entries to *ZZAP! LOAD-IT COMP, PO Box 10, Ludlow, Shropshire SY8 1DB.*

FIND THE FISH!

Fishy, fishy, fishy, oooh. And he went wherever I did go!

So long as it was the KenLine. The world's ONLY roe-like results-er has the lowdown on all things ZZAP! And he's waiting to hear from YOU! So ring

0898-555085

and don't forget the Gold Flake!

(Oh yeah, this costs the same as the comp-line.)



0898-555085



ZZAP! Rrap

It's festival time in Ludlow; the one week in the year when something actually happens. Me? No, I won't be going. I've got to sort out the Rrap, haven't I. I hope you all appreciate this.

As requested the Rrap's finally back to around four pages, with quite a few complaints about the lack of C64 games and yes, somehow another banana letter got in.

PRAISE BE!

Dear Lloyd, I have read ZZAP! from the beginning, and from Issue 1 to 42 found it to be the most informative, amusing and enjoyable computer magazine available. Issue 43 however saw a change for the worse with reviews becoming the excuse for reviewers to demonstrate their humour, stupid photos and the worst letters ever published. Thankfully the last issue have seen a major improvement and return to the ZZAP! of old, still I'd like to make some points.

1) Reviews: generally good but could you try and give Gold Medals and Sizzlers two pages. After all, the best deserve the best coverage.

2) High scores: the High Scores have been the same for the last few issues, has the Scorelord got lazy or has everyone stopped sending them in? Also it's time you did an Amiga High Score table, it seems only fair.

3) Tie-in features: the one on Batman was great. How about some more on Watchmen and Nightbreed?

4) The Rrap: improving after its crap period. Balance the humour with serious and interesting letters. Also try and increase the length to four or five pages.

5) Company profiles and Previews: great! but more! more! Also how about some interviews with the likes of Sensible Software, Apex, Cyberdyne Systems and Arc?

6) Compunet: nice one, Paul! Humorous, interesting and very enjoyable.

7) Diary: they have all been great and I hope to see another one soon.

Well, that raps (groan!) it up for now. So to Stu, Phil, Robin, Paul and Lloyd me old mates, congratulations and keep up the good work. Cheers for listening.

Sean York, Essex.

While I myself quite enjoyed said issues, I have to agree occasionally it went a bit over the top and sometimes the reviews suffered. The new style, as you pointed out, is an attempt to get back to the style of the very early ZZAP! and we're glad you like it. As to your specific points . . .

1) Thanks, and yes we'll try to give hit games more space.

2) The Scorelord's Domestos has been confiscated, and we think you'll find the results (groan!) good. Sadly the shake-up has been used as an excuse to put in some ego-boosting office scores.

3) Thanks again, and expect more such features soon.

4) Well, we've got your letter here.

5) Yes, we'll be trying.

6) Paul says thanks, and promises a resumption of normal compunet service next month.

7) It's under consideration, what do other readers think and which programmer's diary do they most want to sneak a look at?

LM

FIRST AMIGA, THEN . . .

Dear Lloyd,

I enjoy ZZAP! but can't we have a few more reviews of Oric games please?

Christopher Hester, Baildon, W Yorks

Sorry Chris, we'd love to cater for your wish, but sadly we do not have the facilities to provide you with what you desire. However, if any of you out there want to submit an Oric review or two, we'll be only too pleased to laugh at you and deposit your work in the nearest incinerator.

LM

NO! IT'S ALL TOO MUCH! OR TOO LITTLE!

Dear Lloyd,

I have purchased ZZAP! since issue 5 and have been pleased with its progress – up until recently. WHAT'S HAPPENED!!

I'll tell you what's happened. The number of pages is decreasing with each issue, there are less and less features and the Amiga is dominating the mag. The only good point about the past few issues is the terrific sense of humour, yet this doesn't compensate for the downfall.

Issue 50 just proves my point. I thought it may have been something special, with it being the Anniversary edition. Sadly, it wasn't. 84 pages, no information about the next issue, 2 measly competitions and more Amiga than 64! I remember someone at ZZAP! saying 'the Amiga would not affect the 64's coverage' – or words to that effect.

There was nothing 'special' about issue 50, and £1.60 – why £1.60? The other megatapes only upped the price to £1.50 (the tape was quite good, however). I agree with Michael Donlevy in issue 50, that buying ZZAP! has become something of a habit, but I now get the odd CU as it is a little cheaper and has more features and stuff (I must admit, though, that your reviews are far better than theirs).

Jas Steel, Chester-Le-Street, County Durham

We don't like cutting pages from the magazine anymore than you, but the traditional advertising summer slump has been particularly severe and since we didn't want to raise the price a temporary reduction in pages resulted. Expect bigger ZZAP!s soon!

As for the Amiga 'affecting' C64 coverage – it hasn't, again it's that terrible summer slump. If there were more C64 game we'd certainly put them in, and will do so when the PC Show brings forth the traditional tidal wave of new releases. Moreover despite the lack of quantity, quality is well up. After the superb **Project Firestart** ***and*** **Citadel** ***in the last two issues, we've got*** **Laser Squad** ***and*** **Curse Of The Azure Bonds** ***flying the C64 flag this month, with the hope of such potential megahits as*** **Ferrari Formula One, Rainbow Islands, New Zealand Story** ***and*** **Bomber** ***soon (if we can't squeeze some in this very issue). As for CU's C64 coverage see later on, but it's your choice which magazine you support, and unless someone can write in with a list of C64 games we're not reviewing, please don't keep making me repeat ZZAP!'s commitment to the world's bestselling leisure computer.***

LM



ZZAP! RRAP



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GREAT COMEDIANS OF OUR TIME

2) Bob Monkhouse

Notorious for his risqué acts on the club circuit, Bob entered into showbusiness whilst still in his tender years, writing scripts and drawing comics to supplement his then meagre wage. Although an already recognisable face, thanks to a deluge of bit parts both on stage and in films, Bob's big break came in the hilarious *Carry On, Sergeant*, the movie which started the Carry On ball on its viciously successful roll. His regular TV appearances have spanned decades, Bob possessing the winning 'front man' formula in shows such as 'The Golden Shot' (his first foray into the world of the quizmaster) up to the likes of 'Bob's Full House' and the present-day 'Opportunity Knocks'. A true wizard of the one-liner.

Catchphrase– 'If an opportunity comes your way, don't knock it!'

IS RANDY A PLONKER?

Dear Lloyd,
I think the Rand is a plonker. Here is a list of reasons why I feel this way:–
1) The Rand referred to me in ZZAP! ish 51 as Stephen Darbon-Alperton. My name is Stephen Darbon and I live in Alperton.
2) It is obvious he doesn't check the cheats before they are printed because the one I sent in doesn't work!!!
3) I mentioned my date of birth in my letter because I share it with ex-Ed 'Fatty' Houghton.
4) He is an ugly-faced git.
Stephen Darbon, Alperton

I wouldn't like to comment on this one (Paul can get rather violent at times, you know!), so I think I'll pass the buck to the Lad himself . . .

Right then. You want a slagging match, I'll give you one.
1) I called you Stephen Darbon-Alperton because you wrote Stephen Darbon Alperton. Not Stephen Darbon, Alperton, as any normal person would have done.
2) Ha ha. I do check the cheats (I go through each one) and I only include ones which work. Unfortunately, there are things called typesetting errors, which tend to snarl things up on (rare) occasions.
3) I don't care whether your DOB is on the same day as Gordo's or Prince Andrew's.
4) Try telling that to some of the girls I know.
By the way, next time I see you, you're dead.

Erm, has that straightened things out Stephen?

LM

GIBBER GIBBER! BURBLE WUP!

Dear Lloyd,
I have read ZZAP! for many years, as it is one of the best computer mags around. However, one or two things puzzle me.
1) Why is it that, when a team of reviewers is just beginning to settle down they are mercilessly 'disposed of' and a new team arrives? Are they reduced to mindless morons due to overwork or are they sacked for taking bribes by companies to give their games higher ratings than they deserve?
2) Who on earth does the drawings of the reviewers? The 'portrait' of Phil King bears a striking resemblance to Adolf Hitler! Is this a) a drawing error, or b) was Phil naturally born like that?
3) Will Robin be allowed to keep his strategy section, or will it go the same way as Masterson's and Irving's efforts?
4) Did Randy and Robin read the Elite **review before coming to the conclusion that** FOFT **was better? Because if they had they may have noticed that the former received better ratings for everything except Hookability.**
5) Finally, I have written an original idea for a game, which should do very well as a computer game. The only problem is that I am not knowledgable enough to program it myself and if I do send the design to a company they may keep all the profits themselves, saying it was all their own work.
S.N. Hardy, Sheffield

Rightey-ho. In order, the answers to your questions are:
1) Yes and no.
2) ZZAP's resident designer and self-centred $!?* Mark Kendrick is the culprit. According to Mark, the answer is (b). According the Phil the answer is (a), Mark couldn't draw a full-stop.
3) The strategy section will continue until Robin gets his job at Disneyworld as (a) preferably a future exhibitions tester, (b) probably a Mickey Mouse impersonator.
4) Yes, they did read the review of Elite**. Thing is,** Elite **is not a new game, and, were it reviewed now, against** FOFT**, it would not be awarded the mark it was given previously. Or that's what the lads say, anyway.**
5) It's rare nowadays to find software houses actually ripping off ideas sent to them, claiming them as their own. But, if you are still worried, it's an easy enough task to simply post a copy of the idea to yourself by recorded delivery (before sending it to anyone), and not opening it unless anything 'iffy' does arise – don't open it until you're in the courtroom, though!
LM

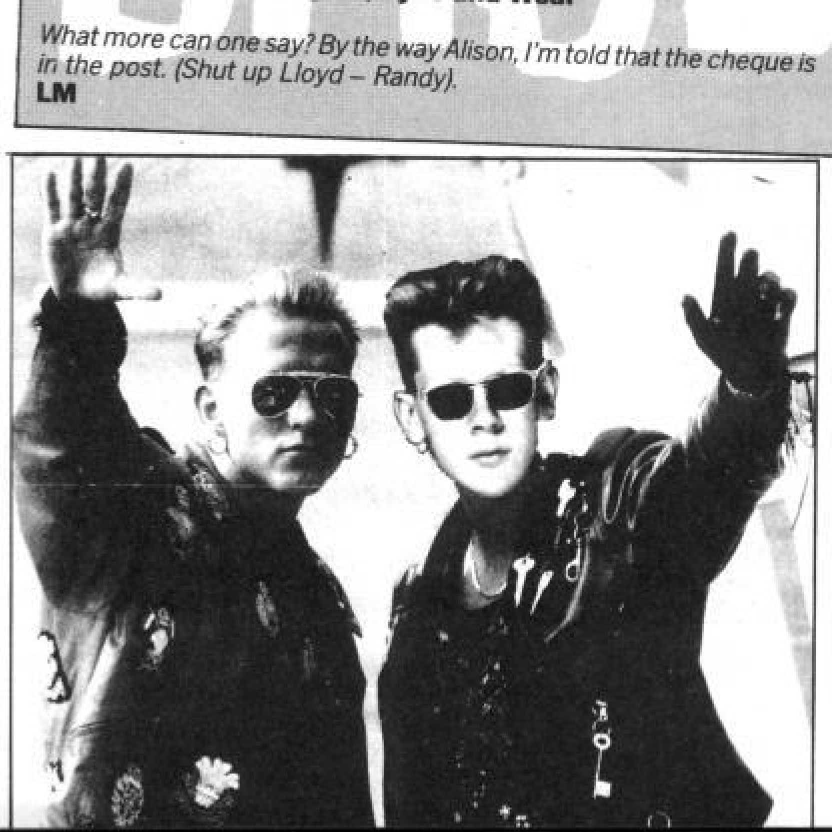
RANDY IS CLASS – IT'S OFFICIAL (part two)

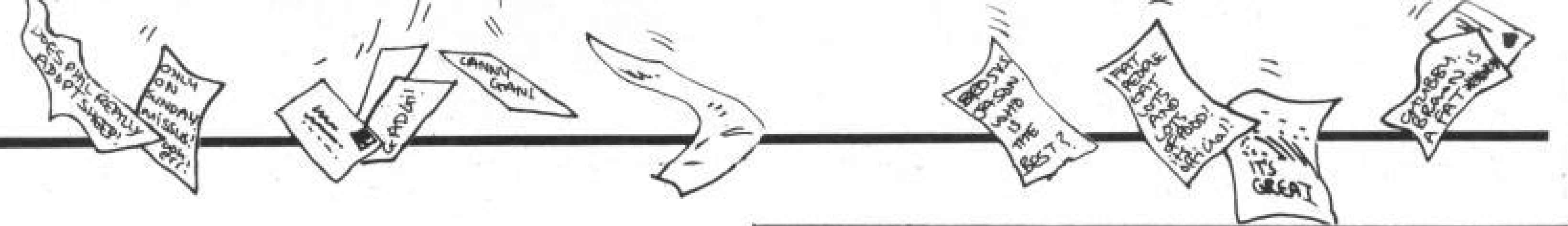
Dear Lloyd,
Thank God that disgusting little (?) slime-ball has sailed into the sunset. Oh no, I don't mean Gordo, I mean Chuck Vomit! He was, and still is, the most repulsive little snot ever to have lived. What a totally barbaric runt he was.

Phew, now I've got that off my chest, I'd like to point out that your mag is a happenin', trendy groove. Of course, I'm sad that Kati, Maff and Gordo have left, but I'm glad to say that the gorgeous Paul Rand makes up for it. And, being from the North-East too, makes him my ultimate hero (move over Matt Goss!).

So, bye for now. (Beam me up, Scottie . . .)
Alison Shiel, Washington, Tyne and Wear

What more can one say? By the way Alison, I'm told that the cheque is in the post. (Shut up Lloyd – Randy).
LM





WHAT? MORE MIGGY MOANS!

Dear Lloyd,
I recently received my July copy of ZZAP! and, for the first time since issue one I have to say that I was disappointed.

I used to enjoy looking at the 16-bit section when it was only a few pages long, but now I feel that the Amiga is taking over the magazine. This month's issue (July) was particularly bad, there being the same number of reviews for each computer. I am seriously considering cancelling my subscription to ZZAP! and subscribing to Commodore User.

I think that quite a lot of 64 owners will agree with me and I just hope for your sake that they don't consider the same action as me.
Justin Calvert, Newton Abbot, Devon

It's relatively easy to notice, by reading this issue's Rrap, that a fair amount of once-faithful ZZAP!ers are having second thoughts about their continued loyalty to the magazine because of the hefty Amiga coverage contained within. And that is, I suppose, valid, as the Rrap has always been YOUR section to air YOUR views. One thing I do disagree with, though, is the amount of people exclaiming 'ZZAP! has too much Amiga, I'm going to buy CU instead'. Consider this – the August edition of CU had THREE full C64 reviews. Nuff said?
LM

ZZAP! PERVY SECTION

Dear Lloyd,
Just who is that girl who models the ZZAP! T-shirt in the Zzuperstore?

I reckon you should get rid of the crap sections in the magazine such as Strategy and Adventure (no-one reads 'em anyway!) and put in more pictures of this girl. Preferably scantily-clad ones, so that the 99.5% of your readership that is male can have a mega-perverted thoughts session!
Colin 'Stained & Sticky ZZAP!' Lodesmore, Totton, Southampton

Yes, but what about the 0.5% of our readership which is female? We do have to think of the minority at times, you know. And anyway, we don't want ZZAP! on the top shelf with all those other 'specialist' titles now, do we? You'd never be able to reach it!
LM

YELLOW, CURVED FRUITY COMESTIBLES THROUGH THE AGES – VOL ONE

Dear Lloyd,
Most readers of ZZAP! probably think that the recent 'Banana' and 'Fish' letters of late are a pretty new thing. But I have evidence of Bananas way back in ISSUE 5 – yes, 5!!!

It concerns a letter written by a Mr. Norman Psych Fishperson, who included in one of his two letters printed that issue a poem entitled '13 Bananas':

Banana, Banana, Banana,
Banana, Banana, Banana,
Banana, Banana,
Banana, Banana,
Banana, Banana,
Banana, Banana, Apricot
Beware The Banana In Disguise.

It is also noticeable that his mathematics are a bit off as there are, in fact, 15 bananas in the poem, not 13.

So there you have it – proof that bananas aren't a new thing!
Neil Treeby, Bricham, Devon

If I remember correctly, I thought it was a remarkably stupid letter then as well. And for your information, there are 14 bananas, not 13 OR 15. So there.
LM

I COME FROM A LAND DOWN-UNDER . . .

Dear Lloyd,
I've been reading ZZAP! for a fair while now (no.36) and I've never seen a letter from New Zealand. So, I thought I'd make history and put pen to paper.

Here are some points I'd like to make . . .
1) I think ZZAP! IS BRILL!
2) Double Dragon was the worst conversion I have ever seen (I bought it, ARRRRRRRRGH!)
3) How come you don't run comps for us guys overseas?
4) Do you know how expensive games are here? Let me tell ya – $50, sometimes $60. You guys use pounds so I'll give you an idea how much that is; an average New Zealand kid gets about $6 a week and ZZAP! costs $10.
5) Hair tonic and whipped cream don't taste very nice.
6) I've just finished reading ZZAP! 48 (it's grrrreat man).
7) I like your new image.
8) My fave arcade games are *The Main Event* and *Shadow Warriors*; are they going to be converted to the 64?
9) I've just bought *RoboCop* (I luv it, how come it didn't get a Sizzler?).
10) I don't like *Armalyte*.
11) Can New Zealanders (like me) use the Zzuperstore?
12) Did you know I've been after *Alien Syndrome* on the 64 for 10 months now and can't find it (is there any way I can get it from England?).
13) The Scorelord is my hero.
14) Do you like purple socks? I don't.
15) Blurr! Blam! Bleep! Phhhhhulp! (I don't know why I said that).
16) Did you know I used to be a 75g bottle of stick deodorant?
17) I think Maff is sniffing Ajax.
18) I need some cash.
19) THAT'S ALL FOLKS.
Newton Thomas, Wanganui, New Zealand

1) Funny, so do we.
2) Have you seen Afterburner?
3) I'll try and sort something out for you.
4) Why don't you use the Zzuperstore?
5) Neither do blank cassettes and Brillo pads. Much.
6) I know.
7) Good.
8) I don't know about The Main Event, *but the* Shadow Warriors *licence is in the capable hands of Virgin.*
9) Your guess is as good as mine.
10) Don't tell Thalamus that.
11) Yes, they can.
12) Try the Zzuperstore.
13) I pity you.
14) Me neither, but Randy does.
15) Perhaps you need to see a psychoanalyst?
16) Is that why your letter smelled strange?
17) He was until the Scorelord's drinks cabinet became empty.
18) Doesn't everyone?
19) Goodbye.
LM

ABSOLUTELY PI**ED OFF

Dear Lloyd,
I am getting absolutely pied off with ZZAP!. 'Why?', you ask. I'll tell you. Firstly, ZZAP! is getting overrun with bloody Amiga; me and other friends are firm believers that one magazine should be made for one computer and another for the other. Secondly, could you please state (if you won't get rid of Amiga) which games are for which computer, cos I'm fed up of typing in 20-odd line POKEs to find that nothing different happens. Other than that, ZZAP! is the greatest magazine in the whole universe.**

Yours hopefully on behalf of many,
Adam Zayani, Exeter, Devon

In answer to your first point, see above. As to your second gripe, if you check out the tips pages, you'll notice that they're split into three groups – C64 POKEs, C64 general tips and a separate Amiga hints section. So, you should have no problems now.
LM



ZZAP! RRAP

I BLOODY DON'T LOOK LIKE SIMON BLOODY PARKIN – RANDY

Dear Lloyd,
I recently noticed (in Issue 51, page 32 to be precise) Maff bidding farewell to your very own Simon Parkin lookalike. Unfortunately though, he seems to have (probably due to the overwhelming grief that he would experience upon leaving ZZAP!) adopted transvestite tendencies; either that or he's undergone a head-swopping transplant operation with the leggy lady in the photo. Oh, and talking of transplants, I see that Randy himself has had one – I mean, who could those nails belong to other than Florence Griffith-Joyner?
Paul Hayman, Dinas Powis, S Glamorgam

Well Paul, concerning your UURGH!. . . . Shift Mangram, I'll do this one. Look, I do not look like Simon 'bloody' Parkin. He looks like me, ok? Oh, and I've cut the nails, 'cos last time I went up home my mates said I looked like 'a fing poof' with long fingernails. They were only that long so I could tidy my hair if I forgot my comb, anyway.***
FG-J

MONKEY BUSINESS

Dear Lloyd,
This is what my pet monkey Rolf thinks of your mag . . .



But I think it is fab, skill, wicked, brill, great, fantastic, (err, I've ran out of things to say) and (oh, yes) good.
Kieran Gorman, Poulton-Le-Fylde, Lancs

Monkey? I thought it was Robin! Oh well.
LM
Squeak!
RH

FESTERING PHOBIAS!

Dear Lloyd,
Guten Tag! As they say when they're revising for their German exam. I just thought I'd put chewed 'Honey Monster' biro to mum's paper and write you this semi-pointless letter. The first thing I'd like to tell you is that I've noticed that in the past few months it has taken me a lot longer to acquire games for my C64 and I've had to revert to using mail-order companies. And of course I'd like to tell you what I thought of the July edition of ZZAP!
The first thing that struck me was the hideous 'moustache' festering underneath Phil King's nose. But, after looking closer at it, I realised that it wasn't a moustache at all, but one of the levels from *Phobia!* Warning: Boring bit imminent. Quite a while back you did a Zzaptionaire and found that most people spend £2-£5 a week on computer games, right? Wrong! They actually spend £10-£15 a month on computer games, so were forced to tick the £2-£5 box. Try doing it monthly next time. (Sounds of ZZAP! team's wrists being slapped.) And finally, I'd like to sing a song:

When you walk
Through a storm . . .

SJ Stapleton, Burton-On-Trent, Staffs

I'd better tell you, it isn't a level from Phobia at all under Phil's nose. It is actually an oil-stained lamb, which Phil is hand-rearing due to the fact that it became parted from its mother. Probably. Any more suggestions?
LM

Dear Lloyd,
I'd like to ask a question or two about the departure of the old reviewers. Why did they all leave at the same time? (I find it very suspicious indeed) and why is the new team incredibly unfunny? Gordon's presence brought back glorious memories of the Liddon days. Ah well, maybe they'll improve in time.
Harry Baxter, Larne, Antrim

What do you mean, unfunny? I find them all a knockabout, laughalot jape. But then again, I've only seen the photos.
LM

PRAISE FOR DR FRANCO

Dear ZZAP!,
I have been reading your mag since issue 17. I think it is great, so I have decided to subscribe. I think having a free game when you subscribe is a great idea; whoever thought of it, oh well, praise the person that did. Thanks to all you at ZZAP! who make it such a great mag.
Sean Miller, Carshalton, Surrey
P.S. Where did Phil get his stupid f***ing haircut?

Glad to hear you enjoy ZZAP! enough to subscribe. I hope you still feel the same way in twelve months time, when it's time to send off that cheque again. Phil says his hair isn't cut – it's sewn into a swimming cap by a blind retard and placed onto his otherwise completely bald head. Any more silly questions?
LM

A veritable haven of democracy and free-speaking once more. Then again, isn't it always? If you have something which you desperately need removing from that part of anatomy directly above the stomach, jot it down on a piece of paper, and send it to: LLOYD MANGRAM, ZZAP! RRAP, PO Box 10, Ludlow, Shropshire, SY8 1DB. Until then, I'm off to watch the video recording of Richard 'Public relations is my middle couple of names' Eddy's Festival play. Until next month, bye . . . (and yes, I was kidding about CPC coverage.)

BE AN ANTIPODEAN AUTHORITY

. . . And win a stuffed bird!!!



G'day sport, fancy a drop o' the amber nectar? No, I don't blame ya, it's XXXXing awful. You'd rather have a lovely cuddly Kiwi of your own wouldn't ya, just like the one in that bonzer, brillo, fabbo, marvellous, aren't-enough-superlatives-in-the-dictionary-to-describe-it **New Zealand Story** by Ocean. The magnanimous Mancunians are offering a cutesy, cuddly wuddly toy kiwi for the winner in this krazy komp along with **New Zealand Story** itself and three Ocean games of his/her choice. There are also five C64 and Amiga versions of **New Zealand Story** to be won by ten lucky runners-up.

What do you have to do? Easy. Just answer these three dead easy questions:

1. *What is the capital city of New Zealand?*
2. *What is the connection between a kiwi, emu, and ostrich? (Apart from 'they're all birds'!)*
3. *How many levels are there in **New Zealand Story**?*

Bung your answers (and which computer you own) on a postcard or the back of a sealed (Squeak! Don't mention that word! – Tiki) and send it to ***KRAZY KIWI KOMP, ZZAP!, PO Box 10, Ludlow, Shropshire SY8 1DB***. Usual competition rules apply and all entries must be received by 27th September.

ZZAP! COMP

FRESH FROM THE OCEAN



▲ Dig those ace sprites in *Volleyball* . . .

It's not yet autumn, but Ocean are already in high gear for the crucial Xmas period when software sales peak. Last year Ocean dominated the charts with *Op Wolf* and *RoboCop*, now they're set to do it again, reports ROBIN HOGG.

CHASE HQ

This is the BIG one from Ocean this year! This superb Taito coin-op blew away its racing rivals last year, and Ocean want to duplicate the feat on the C64 and Amiga. The aim of the game is to chase down five car-crazy criminals and ram them off the road. The ace up your sleeve is a Nitro Turbo Charge, sending your Porsche to supersonic speeds!

The Amiga game is the most advanced so far, with **John O' Brien** showing off impressive static screens. Ocean higher-ups were sufficiently impressed to ask John to rewrite Amiga *Batman*'s Batmobile and Batwing sequence in similar, full 3-D style.

As for C64 *Chase HQ* we've been assured it isn't going to be another *WEC Le Mans*. Software Development Manager **Gary Bracey** boasted, 'We're trying a completely new approach which, if it works, will look really impressive.' Sadly Gary wasn't prepared to show it to us just yet, but with its Christmas release date so many months away C64 owners can look forward to some adrenalin-pumping turbo-acceleration with a fair degree of confidence.

SPORTING FRENCH

Due out any day now, and already a firm favourite with Gary Bracey, is this world-trotting game from the year-old **Ocean France**. Two two-man teams compete in a 'first to win 7 points' contest in 12 countries around the world, starting with London and finishing in France.

The gameplay is extremely good with a deceptively large number of moves possible and an increasingly fast pace to it all. Throw in some speech, hilarious inter-country scenes, rock'n'roll music and some risqué beach belles and you may be playing it well into winter. This is really playable on the Amiga, and we look forward to an equally fun C64 release later in the year.

To follow-up *Volleyball!* Ocean France are putting the finishing touches to a football game, provisionally titled *Adidas Golden Boot*. Large, visually impressive players, a very fast pace and some clever, enlarged graphics for high jumping players is the name of the game. But will it beat *Kick Off*?

More gentlemanly, indeed knightly, activities feature in another Ocean France project, *Ivanhoe*, although the main character resembles an effeminate hairdresser with an orange quiff to put Randy to shame. Definitely not subtitled 'King Of The Curls', the game sees Ivanhoe hack his horizontal way through woods and temples. Very smooth scrolling is in evidence with close-ups of the bigger one-on-one fights with baddies at level's end.

All three games are planned for a September 1 release.

OPERATION THUNDERBOLT

The sentence 'This is the BIG one!' may have a sense of déjà vu about it but *Operation Thunderbolt* is another potential blockbuster from the Taito stable. The coin-op that doubled the enter tainment and doubled the arcade owners' profits is progressing with all guns blazing. Aiming for a November launch it advances the *Op Wolf* format with two Uzis and a jeep.

Trevor Brown and graphics man, **Steve Wahid**, are working on the 64 game with **John Brentwood** and **Robert Hemphill** tied up on the Amiga.

The C64 demo version we saw lacked finished graphics, hence no pictures, but had some very smooth movement of the jeep

▼ Putting a dent in car theft in *Chase HQ*

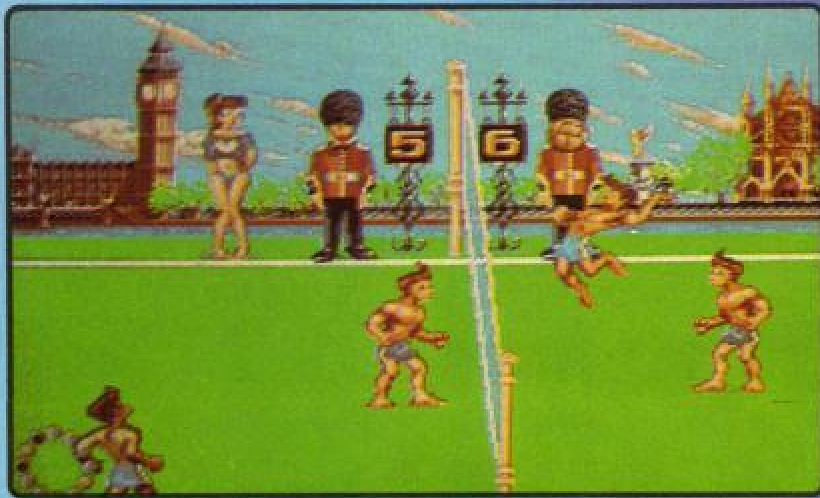


▼ Slobber; arcade-quality attract mode.



complemented by layered graphics of buildings fluently scrolling past. Ocean relish the fact that they're trying to better the coin-op: 'Instead of the jeep bouncing up and down, we're going to have the landscape bouncing up and down – much more realistic we think.'

As for the Amiga, there were some very smart graphics, but no movement as yet. Ocean are obviously determined not to repeat the sluggishness which made the Amiga *Op Wolf* so much inferior to the C64 one. Personally I've got high hopes, the attract mode they had running was as good as the arcade one, but only time will tell.



▲ . . . Pity about the unvaried backgrounds though

F-29 RETALIATOR

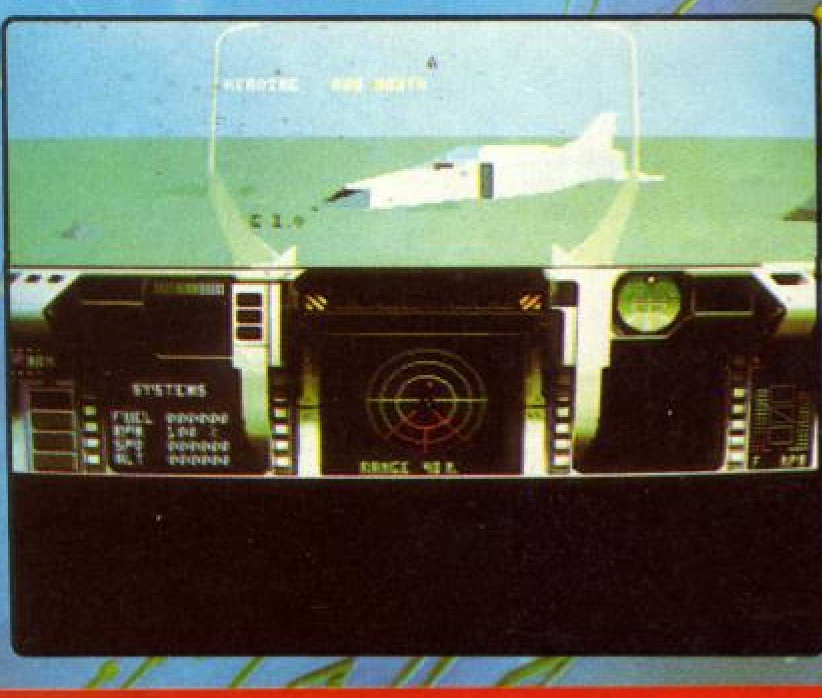
Since nearly all major military aircraft have been snapped up for coin-op licences and simulations, Ocean have resorted to using a futuristic new prototype – the Gruman F-29, with For ward Swept Wings. Gary Bracey promises this will be 'very deep and very technical', indeed one of the Digital Images programmers previously worked on an award-winning sim (now on the Amiga) which must remain nameless.

A very early demo allowed me to fly the F-29 across a war-zone complete with tanks, air bases and nicely shaded mountains. The cockpit has CRTs (monitor displays) galore, HUD and a gorgeous green metallic finish. Switch to rear view and you'll see the pilot twist his head during the incredibly high-G turns the F-29 is famous for. Available armament includes many a future weapon not in service yet (guess what a Backwinder can do, all you simulation fans!) and the plane will be able to go on missions flying in formation with its squadron. Initially 16-bit only, let's hope Ocean follow Vektor Grafix's *Bomber* example and do an 8-bit version too.



▲ *Operation Thunderbolt* and no wonder you need a second, Uzi- armed player to survive.

▼ About to zap a bogey on *Retaliator*



BATMAN

You saw the first 64 screens last month, together with an Amiga shot, and now we've a few more examples to go with pics of 64 programmers, **Zach Townsend** and **Andrew Sleigh**. To be honest screenshots don't seem to do the C64 game justice, after seeing it run I was really impressed by the dark sheen of the Batman sprite (it's better than the Amiga one!). Also, since last month another level has been added to the game: the Batcave. Batman has a time limit to analyse the Joker's deadly gas in a Mastermind-style sub-game. The only problem is that the game may be delayed a month to September.

▼



A GANG-BUSTING HIT

The Untouchables, despite it's suitably violent content, is a project which could well be a symbol of friendship between warring tribes: namely Spectrum and C64 owners! While the Speccy game is most nearly finished, weekly design meetings and almost hourly banter between the two programming teams makes for close co-operation in game design.

In any case all the programmers at Ocean feel free to make suggestions about each other's work, something which Software Manager **Gary Bracey** is keen to promote. 'We're one of the few software houses which still has a big in-house programming team, and I think it's one of the main reasons are games are so successful.'



The Spectrum programmers are **James Higgins** (code) and **Martin MacDonald** (graphics), with James eager to point out the high quality of the game concept. While **John Meegan** and **'Jolly' Steve Thomson** loaded up the C64 version, James compared the game to the much hyped Cinemaware range which, he felt, relied on good graphics to cover up simplistic strategy and weak action sequences. By contrast *The Untouchables* would have six action sequences, which would all be good games in their own right.

Nevertheless the bits linking the games, and the overall feel of the program, are certainly not neglected. On C64 disk there's a superb gangster portrait displayed during disk access, and all versions start up with movie-style credits (laden with Ocean in-jokes), not to mention newspaper front-pages for status reports between levels.



Programmer John Meegan was passionate about the need for wide-reading to create an authentic feel. For example, a rose was chosen as the 'restore energy icon' because of a scene in the graphic novel *Violent Cases*. In the scene mobster Al Capone sends hundreds of dollars worth of roses to the funerals of people he'd personally beaten to death!



The plot of the film, like the old TV series, is based on fact. During the 1920s, when alcohol was banned in the US, mobsters became hugely rich by illegally supplying liquor to the Public. Al Capone was the most flamboyant of the mobsters, boasting that he ran Chicago city, and indeed most of the cops were bribed to not cross him.

Enter super-clean cop Elliot Ness who swiftly assembles a group of incorruptible 'untouchables'. In the movie these are a veteran Irish cop, the crackshot Stone and an accountant. The first game level is the warehouse raid (the one which 'inspired' the Barbican ad). Here Ness is on his own, so you have just one life. Ness must collect ten pieces of evidence held by ten fleeing criminals. A white arrow points them out while numerous other crooks run about taking potshots at Ness. More powerful weapons can be collected by picking up violin cases (of course).

Next it's the spectacular bridge scene where the whole team has been assembled; now you can flip between them (each with his own characteristics – the accountant is a lousy shot!). Criminals hide behind cars and you can use a telescopic sight to pick them off. The screen scrolls horizontally as you roll across the ground, dodging bullets and Molotov cocktails.

Now Ness is on the track of important documents on Capone he has to make a rendezvous at a train station. On the way there he's ambushed and hides behind a wall. Leaning out into the alley with your gun is the only way to blast the criminals, but it's best to first peep out to see what's happening.

Manage to get to the railway station and you can take part in the unforgettable pram and slow-motion staircase scene. You know, where Ness is being shot at by all sides and a pram starts rolling down steep, marble stairs. Ness runs down, shooting the villains and drawing fire from the pram.

Of course, at the bottom of the stairs Ness is confronted by a man holding a hostage. As in the movie you need crackshot Stone to blast the baddie. While a little similar to the hostage scene in *RoboCop*, the addition of a massive gun with an animated hammer adds substantially to the game.

The real end to the Untouchables story is when the accountant puts Capone in prison for tax evasion. But this was a touch too dull for the movie – and Ocean. So the finale is a chase across the rooftops with Ness blasting a hoodlum firmly into the next life. This is a 3-D section, and work on the C64 version hasn't really begun yet.

First impressions though, are excellent. Apart from the sheer thought apparent in the game design, there are the superb graphics, combining hi-res Spectrum overlays and full colour sprites. C64 owners reluctant to trade up to a disk drive, let alone an Amiga, can now look forward to some Cinemaware-style entertainment which may well knock the Yanks for six.

BREACH

Artronic
Amiga £19.95

Breach is not exactly a new product, having surfaced on the Amiga through the American company, Omnitrend, in 1987. The game is based around tactical-level ground combat of the future, space marines serving as the backbone force in nine conflicts.

The screen is split into three areas, the status panel occupying the right third of the screen with the combat area taking up the left two thirds. Along the bottom of the display are the six main orders including Pick Up & Drop, Open Door, Fire Weapon, Use Object, and Use Lift. Movement is conducted via the mouse.

Objects on screen can be picked up using the mouse when near them, and include detectors for scanning the area, gravbelts for unhindered travel, medikits and stimulants, shields and weaponry. The weaponry includes grenades, demo charges and rocket launchers (plus a very limited number of rockets) - not a widely varied selection.

Fire Weapon fires the personal laser while Use Weapon is the option to utilise grenades, rockets and the more powerful firearms including demolition charges and psionic stun guns. The weapons have different encumbrance levels, areas of effect and damage levels but all this is academic as nearly all the enemy lifeforms can be dispatched easily enough with a humble laser blaster. A neat touch is the presence of fuel tanks which explode if hit, but even this has been done before in Target Games' *Laser Squad*.

As in *Laser Squad* each unit has a finite set of movement points per turn depleted by firing weapons, moving across rougher terrain etc. This system of command allows units to perform multiple tasks within a 'turn'. Unfortunately the effects of such actions are purely short term only, no long term strategic thought can be allowed for, the inflexibility of it all preventing the player from performing more complex actions.

All actions take place on screen with animation accompanying laser combat and movement – creatures bite, lasers fire across the screen and totally unnecessary digitized screams attempt to impart some realism into the proceedings, most unsuccessfully as both marines *and* aliens die with exactly the same scream effect! As well as the lacklustre use of sound, the embarrassingly bad use of animation serves no purpose other than to entertain (for all the wrong reasons!).

Flexibility isn't one of *Breach*'s better points. The game is centred around a simplified form of marine laser fire combat and movement with little room allowed for expanding on the theme. *Laser Squad* on the 64 did it much better and in a much more user-friendly manner as well – at times the use of mouse can be most awkward. Having to quit the game to create another Squad Leader for your team is a major frustration – more so considering that when the Squad Leader dies the Squad ceases to function and its 'game over'. I would have thought marines were a little more intelligent than this!

Breach offers a moderately high level of variables (including differing levels of suit protection, weapon effect six types of alien and four levels of Squad Marine fighting through a series of ongoing missions) but this all goes to waste as the game behind it is very one-dimensional, limited in ideas and far too simple a game to appeal to hardened wargamers expecting much more of their Amigas.

The conflicts provide some variety to the proceedings, increasing in difficulty very quickly from the first few 'seek and destroy' and rescue missions through to near suicide combo-missions. The hardest mission of all involves a single Squad Marine entering the heart of an enemy fortress to rescue an Admiral. A Scenario Builder is also included on the disk and at least Artronic have seen fit to release an expansion disk containing a further 16 missions for £7.99. A great pity the shell of the game around the missions is far too simple.



Presentation 60%
An informative booklet but the game itself isn't too user-friendly despite the tidy layout on screen.

Challenge 54%
A good, gradual ascent in difficulty through the missions appealing to those strategists at novice level or thereabouts. Veterans shouldn't find that much to get excited about.

Authenticity 36%
If you like your game very simple indeed then *Breach* is fine but future Marine combat has to be much more complex than this.

OVERALL 43%
A good beginners' game with the challenge to match but too simple in scope and ideas to provide a long term challenge.

FIRE BRIGADE

Panther Games/Mindscape
Amiga (1Mb only!) £29.99

Operation Barbarossa, the German offensive in Russia proved an ill-fated exercise mirroring Napoleon Bonaparte's 'invasion' and following retreat. Along with the Battle of Stalingrad, the Battle of Kiev proved one of the most climactic but this time round the Germans were on the defensive. The Soviet forces in the form of the 3rd Guards Tank Army began a massive push from Moscow in the North to Rostov in the South, the objective being to split the German mechanized forces and cut off any forward units present while aiming to stop the Germans from capturing the city of Kiev. The strategic implications of the city far outweighing everything else to date in the Eastern Front war.

The start of the Soviet attack and hard pressed German defensive stance is the material for *Fire Brigade*. Faced with the onslaught, the commander of Army Group South, Marshall von Manstein sends the fire-brigade of the title, the 48th Panzer Korps into the fray. *Fire Brigade* covers the conflict at three points in time, from the initial headlong attacks on the 3rd of November to the mid-conflict commitment on all fronts at the 15th of November stage and then on to the final counter-attack around 5th December. A tutorial based around the 15th November battles is provided for novices.

The players in the Eastern Front arena are the German commander Hoth facing the Russian General Vatutin. Either side can be taken but the Germans have a generally tougher time of it all with crumbling defensive positions to face up to a Soviet tidal wave of armour.

The different Panzer Korps and Infantry Korps have their own command HQs controlling their own type of forces and it's through the HQs that orders are handed down to Panzers, Panzer Grenadiers (troop carriers), infantry, airborne units, cavalry and artillery – the Russians have similarly equipped forces although they are attacking across all fronts with large numbers of Stavka reserves and reinforcements, backing up the continued attacks.

At the start of each turn you as commander can opt to Review your staff's orders and plans (effectively taking it easy and let them get on with it) or Update the plans and really get involved. This distinction right from the start provides further levels of difficulty within the three skill levels themselves.

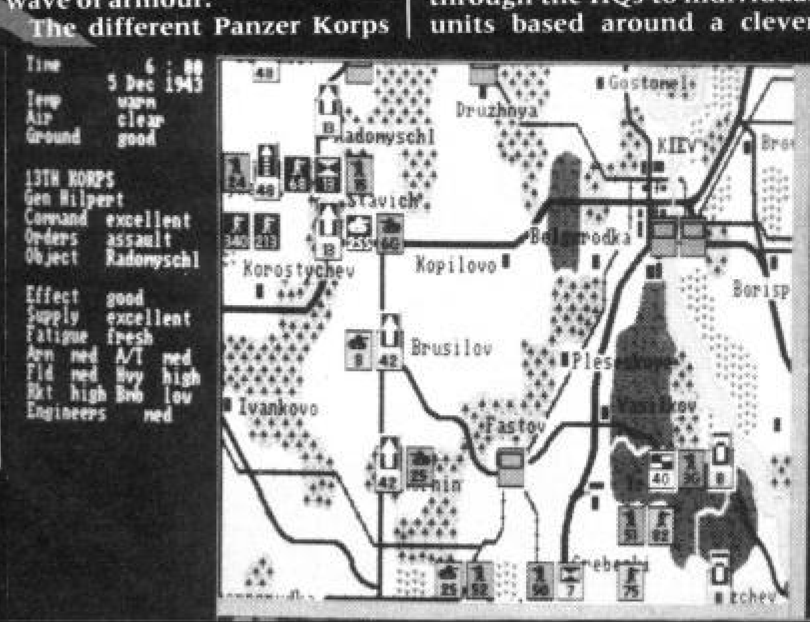
The control system is based around pull-down menus activated via the mouse. A status panel occupies the left side of the screen with the tactical map of the area taking centre stage. It is through the menus that the control commands are executed but it's the row of thirteen icons along the bottom that allow for direct command. Using these, units can be scanned (both enemy and allied), objectives set for forces (via their HQs), units transferred, reserve forces utilised. Units can also be ordered to assault, hold, defend, delay attacks from enemy units, pursue retreating enemy units, and be force-marched to destinations if need be (fatigue proving a vicious factor unless units are kept intact). It's also possible to supply units through a technically impressive three-tier system of supply – from the army dump the supplies wend their way down through the HQs to individual units based around a clever bid/priority system.

Overcome the initial confusion of a mass of icons and options and you'll find underneath that *Fire Brigade* is a relatively simple game to control. More advanced play is extremely well catered for with three skill levels to really test your mettle along with three scenarios recreating different points in the battle.

Once all moves are set up the program conducts the battle, which is accompanied by entertaining sound effects. Combat features include artillery, infantry overruns, and combat support. Capturing bridges establishes strong footholds for helping logistics and reinforcements. Aircraft support can be brought in with both fighters and bombers providing interdiction and bombing capabilities.

The list of factors and options available to the wargamer is extremely comprehensive, indeed few stones are left unturned in the attempt to recreate brigade-scale command and combat. The best aspect is the detail which has been compressed into the game (the fact that the game runs on a 1 Meg Amiga only is testament to that).

The execution of the game is well crafted; *Fire Brigade* plays down the actual complexity of it all but it's all in there. My only gripe is that it could have dealt a little more with the individual units. Other than that it's a great game covering a particularly vicious ground fight recreated in fine style with an incredible wealth of detail and complexity.



Presentation 86%
The excellent and well illustrated manual assumes the player is a little higher than novice level in experience but otherwise *Fire Brigade* functions well with a clean layout to match.

Challenge 88%
Complex enough to have strategists drooling at the mouth. Three scenarios may not seem many but each can be played at many levels.

Authenticity 89%
As authentic as they come in terms of recreating the scenarios with both high and low levels of command combined well.

OVERALL 90%
A very realistic and gritty rematch of the Battle of Kiev with one of the most formidable challenges around.





LASER SQUAD

Blade Software
C64 £9.95 cassette, £14.95 disk

An offshoot of a deal involving programming team Teque and The Software Business Ltd, Blade Software is a new company although *Laser Squad* isn't new, having surfaced previously through Target Games.

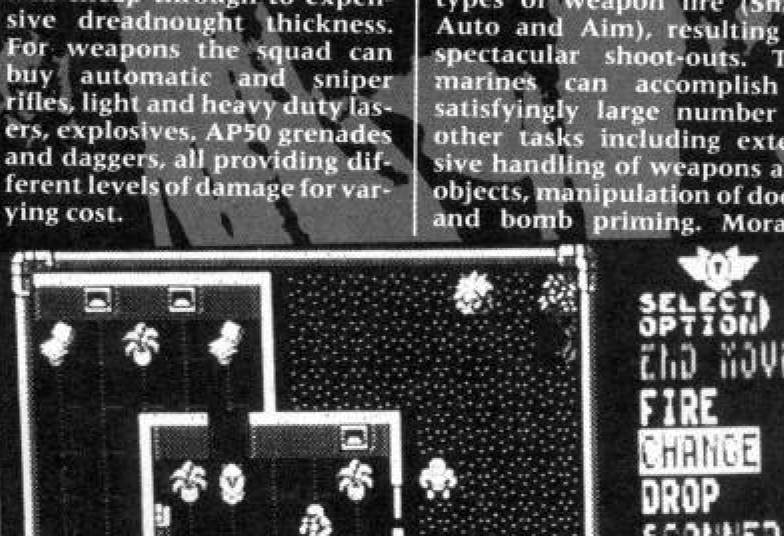
The game begins well with the squad being equipped with armour and weaponry using 200 credits. Armour comes in four types ranging from light and cheap through to expensive dreadnought thickness. For weapons the squad can buy automatic and sniper rifles, light and heavy duty lasers, explosives, AP50 grenades and daggers, all providing different levels of damage for varying cost.

The type of mission to be undertaken dictates the tactics and weapons the squad will use. The three missions call for differing courses of action: secret attack (The Assassins), outright attack (Moonbase Assault) and a covert rescue operation (Rescue from the Mines). Two bonus missions are included for disk owners involving defence of a rebel station (The Cyber Hordes) and a subsequent retreat from the station while under alien attack (Paradise Valley. C2N'ers can obtain the Expansion Tape One from Target Games.

Once armed, the squad deploys in set areas around the edge of the warzone. A cursor is used to scroll the large window rapidly around and scan the battlefield below, and a scanner brings up a complete map of the zone - very useful for co-ordinating split forces on a high tactical level.

Laser Squad is based around Action Points (APs), each squad marine having a set number with which to perform all actions. Everything from turning around to loading weapons costs points; when the points run out so does the marine's turn. The enemy forces then begin their hidden movement, firing at any marines they meet.

Movement is achieved by rotating and moving forward while combat involves three types of weapon fire (Snap, Auto and Aim), resulting in spectacular shoot-outs. The marines can accomplish a satisfyingly large number of other tasks including extensive handling of weapons and objects, manipulation of doors and bomb priming. Morale, stamina, constitution, encumbrance levels and weapons/unarmed skills all play a strong part in the actions of each marine.



The game is over when either side reaches 100 Victory points (achieved by eliminating enemy guards, selected targets and by completing the mission).

Laser Squad may look easy enough with a lot fewer commands and parameters than SSI games but the odds are definitely against the marines right from the start. With four skill levels and three different scenarios the game challenge increases to above average at a very smooth rate indeed.

One of *Laser Squad*'s strengths is its expansion on the ideas of hidden movement. As marines can only see enemies within a 90° field of view it's all too easy for an enemy robot to sneak up behind someone and take them out unless another marine guards their flank. With hidden movement the player doesn't know for sure what lies round the next corner and moving into a long corridor can be a kill zone if a sniper is waiting with opportunity fire selected.

The tension that builds up is very strong indeed, forming a major part of the game's atmosphere with the impressive combat graphics adding to the game's surprisingly fast pace. The graphics are a neat bonus, having detail and clarity despite the lack of shading. Helped considerably by this arcade-style look the game is extremely user-friendly, allowing a novice to get into the game with very little delay.

The great thing about *Laser Squad* is that you really do feel part of the team and want to use each marine's unique advantages and weapons to the full. In the long term the game may not be as strong or complex as your average SSI wargame but it's certainly the more entertaining to play.

amiga

An Amiga version is planned for September from Blade (£19.95) with five built-in scenarios.

update

ORDER HQ'S

Laser Squad: Blade Software, Brooklands, New Road, St. Ives, Cambridgeshire, PE17 4BG.
Expansion Tape One: Target Games, 19 The Rows, The High, Harlow, Essex, CM20 1BZ.

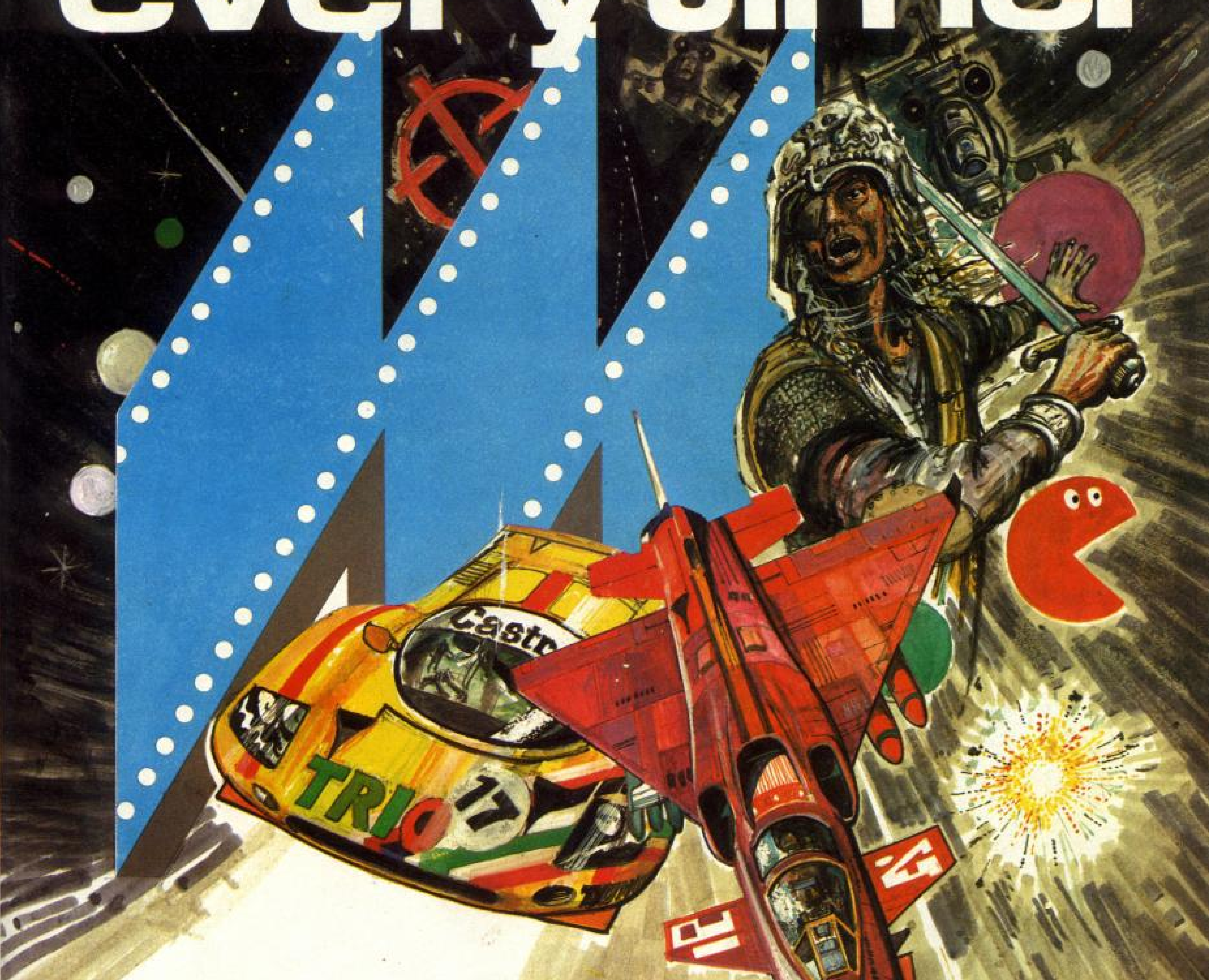
Presentation 90%
A very easy to understand, very slick menu-driven command system, very good graphics (for a wargame), very clear screen layout, atmospheric sound effects and an informative manual.

Challenge 74%
The challenge doesn't rise to formidable heights but four skill levels and a wealth of weaponry to utilise gives the player plenty to do.

Authenticity 79%
A great futuristic atmosphere about it although it lacks somewhat in complexity.

OVERALL 83%
An absorbing and very fresh approach to man-to-man combat in the future, and a lot better than *Breach*.

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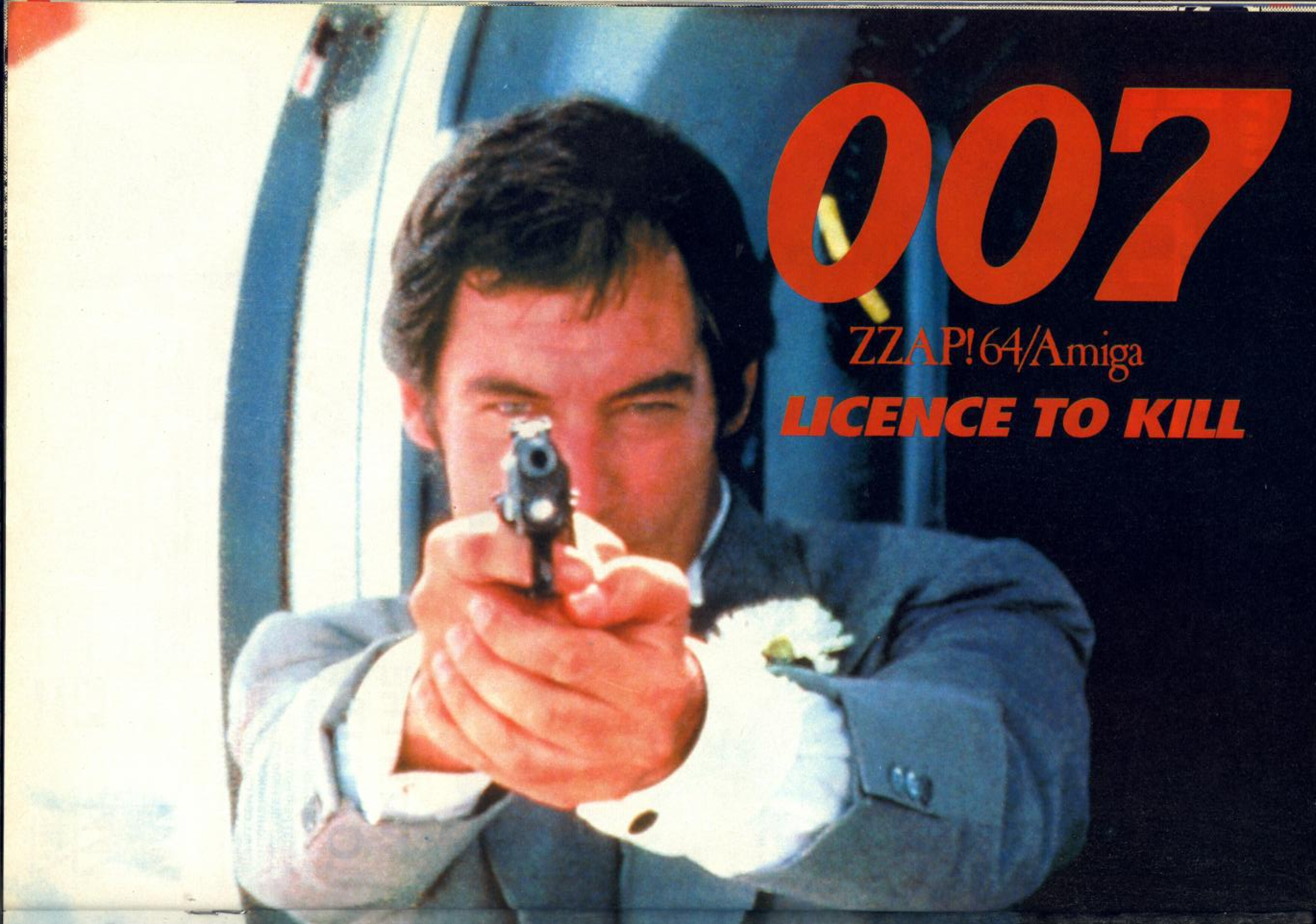
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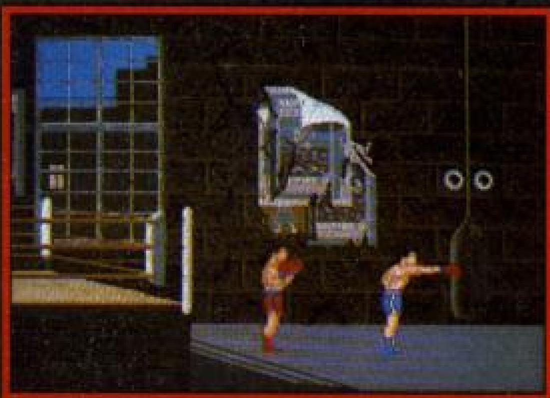
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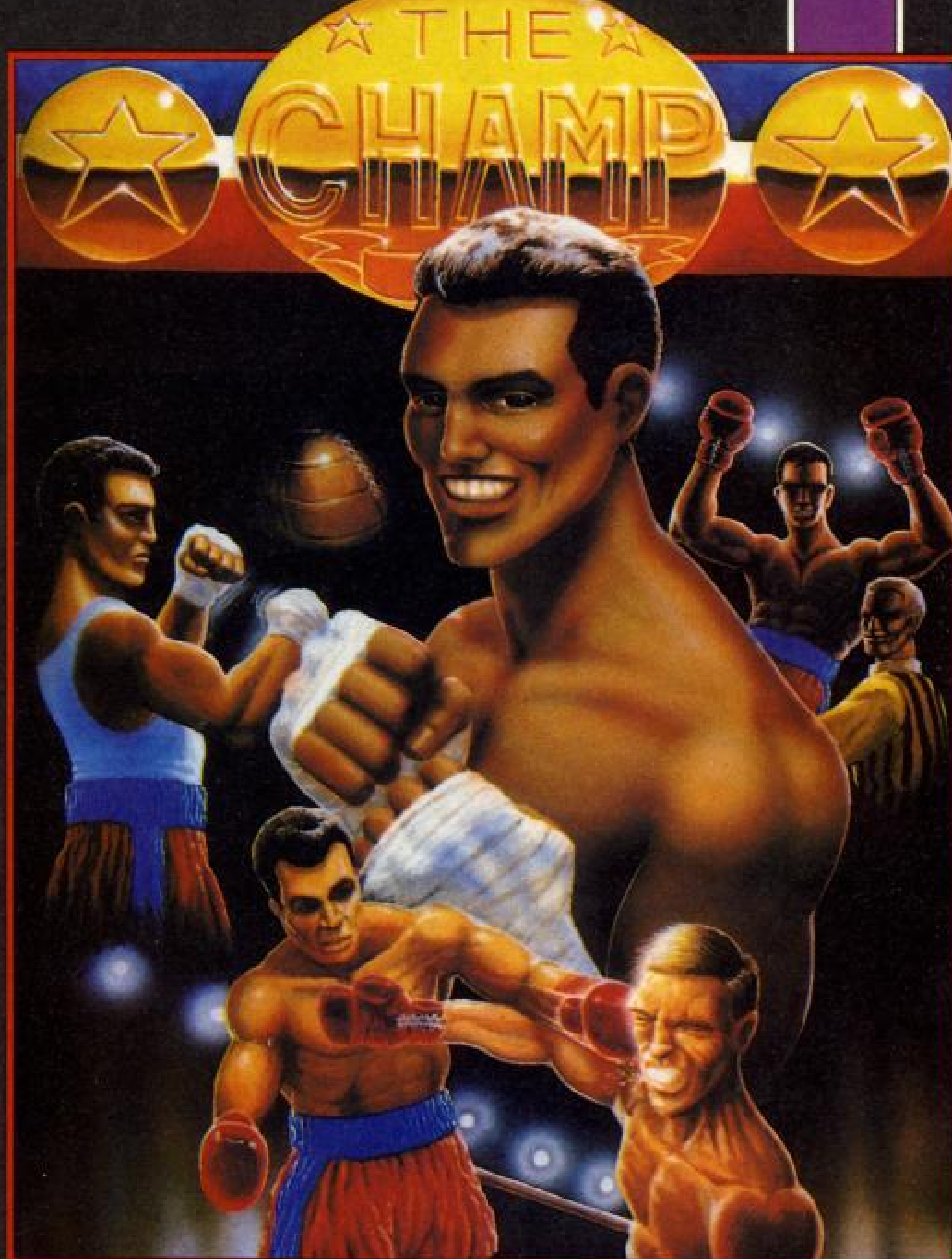
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Make sure entries reach us by September 29th, but don't worry if your laughter circuits are a little rusty this month – you've got another two chances after this one to come up with the goods. Oh yeah, and don't enter if you've anything to do with anyone from either News field or Compunet, or we'll cut yer phone cables.



ROUSING READING

CRAZY COMICS

POINT BLANK, John Brown Publishing Ltd, £1

Each month this new title features two stories, each split into a few parts, so that it can present 'The best of European Strip Art'.

Judging from the issues thusfar published Europe has a preference for variations on 1930s detective films. *Dieter Lumpen* (plot by Ruben Pellejero, art by Jorge Zentner) is the two-part story of a streetwise gambler of the same name who puts himself down as a stake in a poker game. He loses and must murder a man to regain his freedom. Another eponymous hero is *Marvin* (plot: Ivo Milazzo, art: Giancarlo Berardi), silent movie star turned private detective, working on a non-profit-making case to find an ailing woman's daughter.

The two strips have remarkably similar art. That is to say, both of them have a rough, sketchy appearance with simple shading and apparently inked directly onto the drawing board. The stories themselves are low-budget movie/TV or pulp-novel 'tec thriller – mildly entertaining but ultimately throwaway and dubious value at a quid.

FEARFUL SYMMETRY: KRAVEN'S LAST HUNT, Marvel Books, £13 (approx import price).

One of Spider-Man's oldest enemies (appearing first in *Amazing Spider-Man* 15), Kraven the Hunter begins this story already somewhat different from how we know him. He's become obsessed with beating Spider-Man and succeeds on a rainy New York night, shooting him with a sleep-inducing drug then burying him. Kraven then spends two weeks masquerading as the web-head, eventually defeating Vermin, a man-rat creature, before Spidey confronts them both.

A hardback reprint of the October and November 1987 issues of the three Spider-Man titles (*Amazing*, *Web Of* and *Spectacular*), the six-part series has been recoloured to make it moodier. Dank scenes of graveyards, caverns and sewers set depressing scenes overlaid by the energetic actions of the main characters. Layouts are by Mike Zeck, and finished art by Bob McLeod; the artwork is grim and almost claustrophobic; realism tainted with madness. No less praiseworthy is JM DeMatteis's story: the hunter begins the story battling stuffed animals then bathes in spiders, later experiencing a Kraven/spider identity crisis. The Vermin is similarly well characterized.

Fearful Symmetry is a mature story that succeeds without changing Spider-Man's history or character (guess who they're criticising here!). Although a little expensive, it's a classic and shouldn't be missed.

BEAUTIFUL STORIES FOR UGLY CHILDREN, Piranha Press, £1.25 (approx import price).

This is weird.

A complete story each month, this strangely named comic lets the reader decide 'which parts are beautiful and which parts are ugly'. A Cotton Candy Autopsy follows the misadventures of four clowns and a two-headed lady after the burning down of their circus tent.

A Cotton Candy Autopsy is a collection of first-person paragraphs written by Dave Louapre and atmospheric pencil drawings by Dan Sweetman. Neither are particularly graphic nor violent yet this is indeed 'shock therapy on paper'. Judging from this first issue, *Beautiful Stories For Ugly Children* is not a title to be taken lightly.

JAMES BOND: PERMISSION TO DIE, Eclipse Comics, £2.50 (import)

While *Licence To Kill*, both in movie and computer game formats, makes it big throughout the country, *Permission To Die* is an original story written and illustrated by Mike Grell, published as three trade paperbacks.

Her Majesty's Secret Service intend to enlist the skills of a brilliant SDI/space programme scientist, but first he wants his niece rescued from under the watchful gaze of the Hungarian military. Enter Bond, James Bond.

Though the art is nothing spectacular – shaded with obvious inking strokes, bright colour – it's bold and lively, suiting the adventures of Bond (who here looks like a cross between Sean Connery and Timothy Dalton). The story is also authentic Bond, making for a good 007 film that never was. There's no startling plot twists or devices, just the good fun typical of the world's longest running film series.

HELLBLAZER VOL ONE, Titan Books, £6.50.

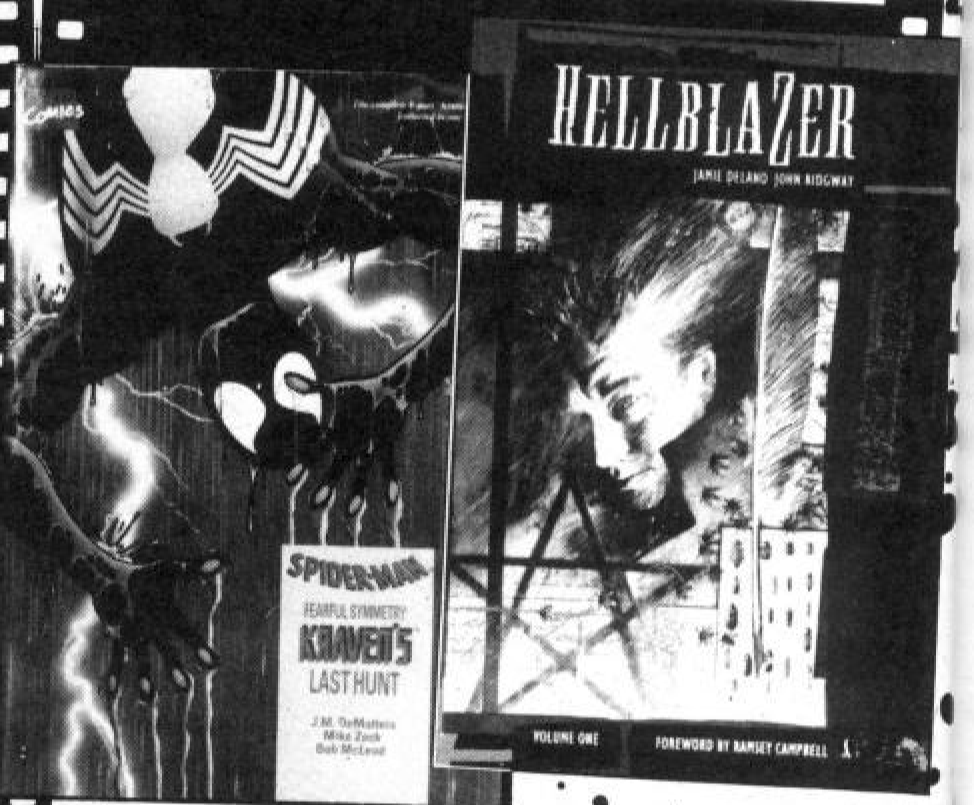
The roguish occult/paranormal investigator John Constantine, created in Alan Moore's stint on *Swamp Thing*, gave birth to his own monthly comic a couple of years ago. This softback reproduces the first four issues.

The insect hunger spirit, Mnemoth, is unwittingly unleashed on the UK. In the first two chapters Constantine, with the aid of fellow witch-craft adept Papa Midnite, sets about eliminating the spirit who is possessing people with a deadly hunger.

In chapter three the villains are yuppies selling their souls to a demon, in chapter four it's three curiously marked girls who take Constantine's niece to a run-down house where she can marry 'the Man'.

The Hellblazer comics are in full colour whereas this corpus is purely monochromatic. A pity, but the artwork is still quite effective and the stories both bizarre and intriguing. Though they're not of Moore standard, Delano spins entertaining, imaginative supernatural yarns.

Reviews by **Warren Lapworth**



NOVEL NIGHTMARES

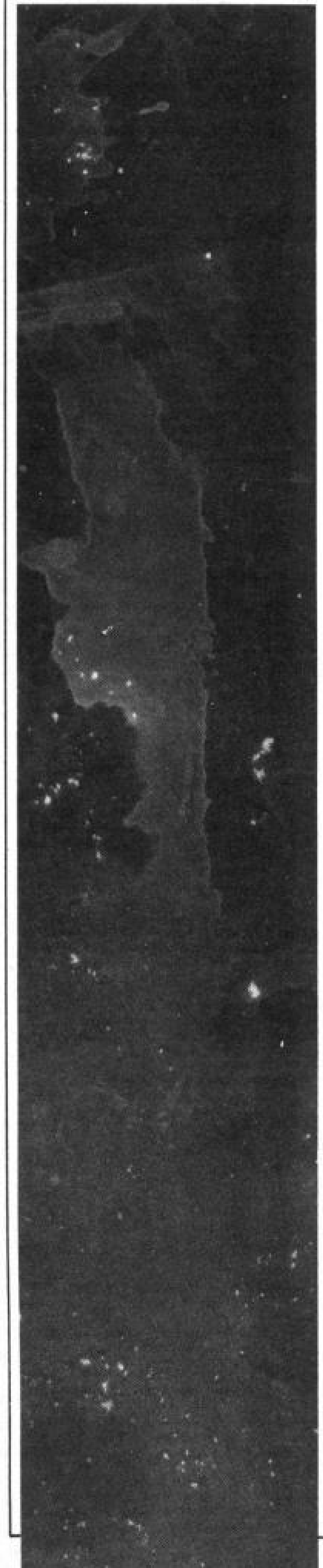
THE TALES OF ALVIN MAKER: SEVENTH SON AND RED PROPHET, Orson Scott Card, Legend, £3.50 and £11.95 respectively.

Fantasy series books can often seem like those TV-advertised magazine collections which never seem to finish. But while The Tales Of Alvin Maker seems set to continue for a fair while – Alvin's yet to get out of his early teens – Orson Scott Card is one of fantasy's most magical writers and the series is well on its way to being an absolute classic. The first book is 'Seventh Son' with the title character being blessed with great magical powers. The story of his birth, and coming to terms with his magic, takes place in a subtly different 18th century America, here George Washington dies in battle rather than becoming President.

In book two, Red Prophet, we're shown most clearly why Card has gone for an alternative US – magical powers give the Indians a fair chance against the Settlers, making the conflict more interesting dramatically. At the same it makes it topical, with the Magic being linked to the land and 'Green' issues. One of the best images in the book in when an Indian chief sees some land being farmed, in his eyes, to absolute death. In short this series is what you'd expect of Card, compelling, page-turning plots, interesting ideas and consistently involving characterization. What's more cliffhangers are avoided, so you don't have to wait a year to see if a character will live! Highly recommended.

Reviews by **Stuart Wynne**

CLASSIFIEDS



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Urgent: C64 disk drive, tips and formatter for under £60. Write to Alex, Felside, Chalk Road, Ifold, W. Sussex RH14 OUD.

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CBM64 slimline computer with datacassette, recently bought. Power pack, Quickshot joystick and over £450 of software including Buggy Boy, Last Ninja 2 and many more. Sell everything for £235. Phone 791809, 1 Langdale Crescent, Ribbleton, Preston, Lancs. Ask for Andy.

C64, tape deck , Reset cartridge, joystick, books, magazines, 150 original games, £150 ono. Phone 0296 630995.

C64,C2N plus over £600 worth of software. All games originals. Will sell for £250 only. Phone Kevin on 01 668 1074 after 4pm weekdays or anytime weekend.

C64 datasette computer, Pro joystick plus £400 worth games, including many award winning titles, worth £600 in all, will sell for £260. Telephone 01 360 7899.

C64C, Oceanic OC-118, C2N datasette. £500+ worth of games inc. Microprose Soccer, Run the Gauntlet, Op-Wolf and Armalyte. Also Action Replay MkIV and V. Worth £950, give away at only £385. Phone (0462) 674155 after 5pm.

C64, C2N, 3 joysticks, 100's of games inc. Arkanoid, Last Ninja, Leaderboard Mercenary, over £200 of original software, Zzap!64 issues 1-47, books and manuals £20. Sell only £220 plus freebee. Phone Chris Rayleigh on Essex 0268 784549.

C64, joysticks, over £400 worth of software including Last Ninja I/II, Platoon, Wizball, Bubble Bobble, C2N, many Zzaps + demos. Will sell for £150. Phone: Abingdon 34861 or write to 6 Heathcote Place, Abingdon.

Amiga PD library. Write to 37 Stetchworth Dr, Boothstain, Worsley M28 4FU, Manchester, England. Over 250-300 titles all £2.50 each incl P&P. Enclose SAE for complete list. Don't delay, write now.

Commodore C64 circuits service manual £8.50, VIC-20 circuits manual £5.50. 1540, 1541 disk drive circuits manual £10. Make money with your micro. LSAE details. Magazines back issues. S. J. Austin, 8 Greenwood Avenue, Chinnor, Oxon OX9 4HN.

C64 for sale, with MPS 801 printer, datasette, joystick, lightpen and a collection of software. A bargain at £180 ono. Phone Julian on 01 660 1813. After 5pm.

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Amiga stereo speakers, high quality Sony speaker system that lets you hear the Amiga stereo sound. Only £16. C64 games. Send SAE for list. Send cheque to Mr A Edwards, 110 Pershore Road, Evesham, Worcs. WR11 6PJ.

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For sale, CBM 64 with datasette, joystick, back up cartridge, £600 of games including Speedball, Denaris. Worth £800, sell for £160 ono. Free Atari 2600 if bought by August 1st. Phone (0420) 64437 after 4pm.

CBM 64, datasette, disk drive, loads of disks, Action Replay 3, Music Maker, magazines, plus £200 worth of software. Worth £500+, sell for £200. Tel: (0582) 882974.

C64, datasette, two joysticks, £1500 worth of software inc. Silkworm, Project Stealth, IK+, Renegade I+II+III, and many more. Worth £1650+, bargain at £460 ono. Can deliver within B'ham area. Phone 021 454 7762 for details.

CBM 64 games sale. Jinxter, Platoon, Combat School and lots more! Mostly disks. Send SAE to Keith H, 17 Catalina Gardens, N'Ards, Co Down, N Ireland BT23 4RJ.

C64, C2N, 1541 disk drive, joysticks, 50+ games on tape and disk: Operation Wolf, Armalyte, Last Ninja I+II, Emlyn Hughes, Defender of the Crown, plus blank disks and loads of utilities! £270 ono. Tel: 0675 62955 (Caine).

C64, 1541 drive, cassette deck, parallel cable, joystick, modem, plenty of disks and tapes plus a home-made cartridge. Contact Matt on (091) 5265416. Whole lot for £300 or nearest offer. Ring after 7pm.

CBM 64 original cassette games: Renegade 3, Silkworm, Denaris, Operation Wolf, Ikari Warriors, Great Giana Sisters, Green Beret, Nebulus and more. Write to A. Smith, 7 Bangor Walk, St Anns, Nott'm NG3 4FS.

C64, Pro 5000 joystick, £300 of software, £50 worth of mags. Whole lot £200. Phone (0533) 433362. Ask for Raj Dhain. This is am absolute bargain. Open to offers. Will swap for STFM pack.

CBM 64 games, all originals including Phobia, Denaris, Navy Moves, Renegade Three, Red Heat, WEC Le Mans. Write to Ian Fraser, 229 Whitby Road, Ruislip, Middlesex HA4 9ED for full price list.

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Classifieds





RESULTS with Ken the Fish

Glug glug. Here I am again, after a short absence (even fish need a break sometimes). Saying that, I haven't been basking on some sunny reef in the Med like you humans. No, I don't want my scales all shrivelled up. A couple of weeks off the coast of chilly Rekjavik is my idea of heaven. There aren't any chip shops there either, so no danger of being fried.

Anyway, I'm back now, not ready and unwilling to catch up on the hefty workload. You should see it – there are lists of names as long as my dorsal fin. Oh well, mustn't grumble; it keeps me in ants eggs.

SPEEDBALL HOTLINE COMPETITION (ImageWorks, Issue 50)

I wish I was one of those mudfish. You know, the ones that can breathe above water. I could go onto the beach and have a game of footy then. Oh well. Issue 50's Hotline comp had a flashy CD player on offer to the herring-esque first prize winner, whose name just happens to be
Victoria Barnett, SOUTHAMPTON SO1 2QN.

Now she can listen to all those greats like Gerry and the Fishpaste Makers and Status Roe with perfect clarity. In the meantime, another ten shrimps will receive a T-Shirt:

Joel Morgan, COVENTRY CV1 3GB; John Dyer, WARMINSTER BA12 9DB; Simon Everingham, RAYLEIGH SS6 9HD; Richard Tang, CARDIFF CF2 4NL; Kevin Bowley, BARNSLEY S73 9PZ; D Parker, HEMEL HEMPSTEAD HP3 8BU; Paul Bennison, NEWPORT TF10 9LN; Brett Patterson, SHEFFIELD S2 5SB; Richard Archbold, BASILDON SS16 6RR; Dean Smith, BUSHEY HEATH WD2 3RB.

I FORGOT THE NAME OF THE COMP (US Gold, Issue 50)

A transparent telly was up for grabs in this compo. I would have entered, had it been waterproof. But it wasn't. So I didn't. Still, the lucky winner, who also receives a Forgotten Worlds T-Shirt, a pair of well-terrendy shades and a copy of the game is:

Baljit Mehroke, WOLVERHAMPTON WV2 3HL.

25 runners-up don't get the audio-visual system, but they do scrape up a Forgotten Worlds T-shirt, some sunglasses and a copy of the game. The lucky duckies are:

Stephen Rogalson, BIRMINGHAM B36 8AD; Barry Briggs, OLDHAM OL1 4NT; Jerom Sanders, Den Bosch, HOLLAND; Stefan Winnik, LEEDS LS8 1SQ; Ben Smith, NORWICH NR3 4EN; Paul Grave, FORT WILLIAM PH33 6HB; Trevor Simpson, DUNSTABLE LU6 2ND; N J Ward, SUNNINGDALE SL5 0EY; Simon Gaunt, EARDISLEY HR3 6NN; Mark Higgins, LERWICK ZE1 0SP; Gareth Fisher, CRAIGAVON BT66 7BJ; Stuart Farmer, FARNHAM GU12 1AB; Joe O'Brien, BIRMINGHAM B25 8NP; Mr Collins, POOLE, Dorset; Robert Allen, BURFORD ST MICHAEL OX5 4RP; Daniel Moxon, CREWE CW2 7LY; Adrian Jaggard, PETERBOROUGH, Cambs; Richard Buckler, DORCHESTER, Dorset: Dean Minshill, CREWE CW2 7NY; Steven Tang, LONDON SE15 6EG; K Bhajkaran, GATESHEAD ME9 5YP; Lee Eckworth, HOVE BN3 8JP; Donna Lutwyche, BIRMINGHAM B36 0RA; Joel Morgan, COVENTRY CV1 3GB; Susan Elder, GAIRLOCH IV21 2BJ.



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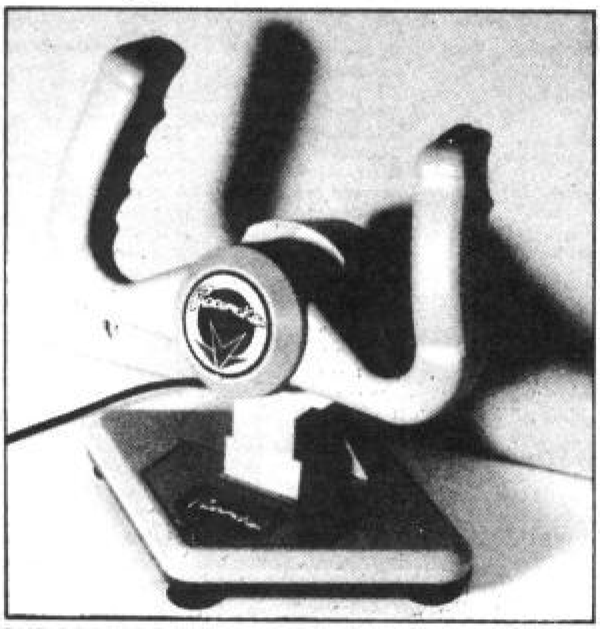
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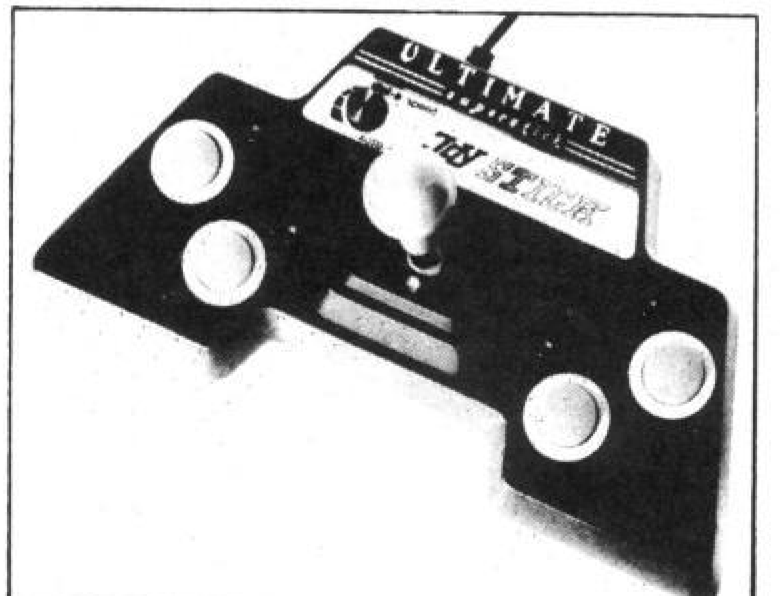
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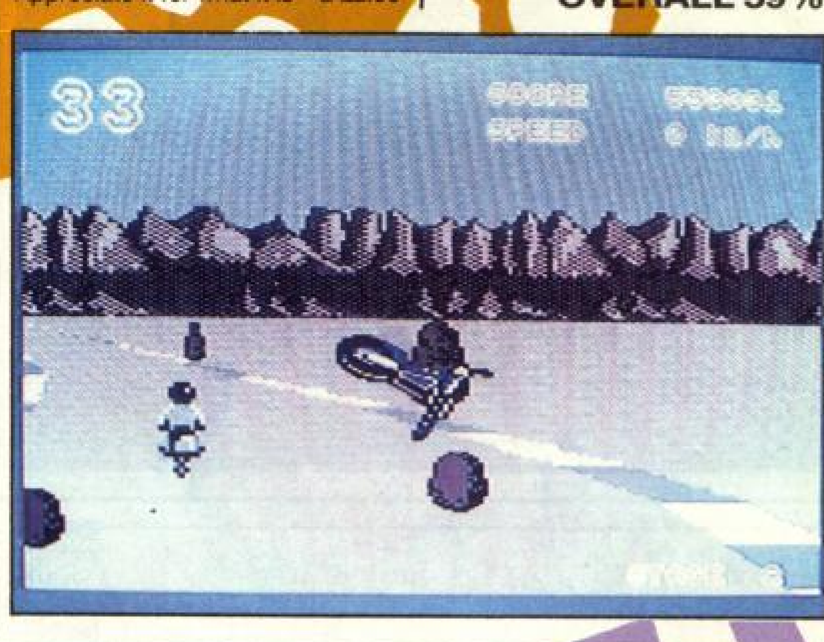
ENDURO RACER
Hit Squad, £2.99 (Rerelease)

Buy yourself a big, powerful motorcross bike, find a death-defying course and take both your machine and your body to the threshold of endurance. That's the name of the game in **Enduro Racer**, previously released by Activision.

Put yourself and your bike's power to the test over a range of tracks, including a water course, a precipitous cliff-top and even a stark desert trail, as you race against the other competitors in the battle to become the Enduro Racer. You'll be up against ramps, rocky causeways and seemingly bottomless chasms on your outing, you'll take a tumble or two (or three, or four, or . . .) and your bike will take rather a hammering. Complete a course in the time allotted at the top of the screen, and you'll make it to the next section. Run out of time before reaching that elusive finishing line, however, and you'll be out of the competition and the game.

It is my opinion that **Enduro Racer** was underrated in ZZAP! the first time round. Fair enough, it isn't a particularly faithful conversion, but play for a while and it does grow on you as a game. It looked sloppy and unprofessional when it was released, and, even at £2.99, it isn't tip-top. Yet the 3D effect is much more convincing than a lot of the current driving games, such as **Wec Le Mans**. So what if the bikers look as though they're wearing goldfish bowls on their heads? Who cares if the music doesn't sound mean and 'bikey'? **Enduro Racer**'s a nippy little number and a challenge to get around each of the levels. The worst thing to do with this title is to look at it as an arcade conversion – do that and you'll probably hate it. Appreciate it for what it is – a £2.99 budget game. You may find yourself ignoring its discrepancies and sitting down to a good, hard rev-up!

OVERALL 59%



DALEY THOMPSON'S DECATHLON
Hit Squad, £2.99 (Rerelease)

What can you be sure of every summer? Warm weather? Definitely not. Salad for tea? Hmm, maybe. Athletics on the telly? You've got it. There there they are, all those fitties, running around and putting the rest of us lounge-lizards (well, me) to shame. But why watch it on the telly when you can play it on the..erm . . . telly? **Daley Thompson's Decathlon** allows you to do just that.

Become the Lucozade Man himself, as you compete in one of sport's most gruelling events, the Decathlon. Ten disciplines await your skill, stamina and other professional bits, as you take on the toughest in the Battle of the Giants. Hurl yourself into the Hurdles! Slam into those Sprints! Jostle for position in the Javelin! Find another verb which rhymes with the sport you're attempting! You control DT with a joystick, furiously waggling it from left to right when running, and pressing fire is required to do something such as jump, or throw a discus, etc. Each event has a qualifying time or distance, and your first goal is to beat that amount. Three tries are allowed; fail them all and you lose one of your three lives. Should you beat the qualifier, your next step is to set a world record, by bettering the highest score on display. Do so, and you'll go down in the annals of sporting history (or the high score table, at least).



Daley Thompson's Decathlon is definitely the weakest of the games reviewed this issue, due to the fact that it is TOO old to warrant rereleasing at £2.99. Poor old Daley looks as though he's had one Lucozade too many, appearing bloated and out of training, and just watch his arms when he runs! They spin round his body! Gameplay is fine, albeit a strain on your joystick, with a goodly amount of events. Unfortunately, it's all been done before, better, and at less cost – take a look at Silverbird's **Decathlon** if you don't believe me. Sorry Hit Squad, but you just had one bad penny in an otherwise cheery account. Poor Daley, first he came fourth in the Olympics, now this. Both should retire gracefully.

OVERALL 40%

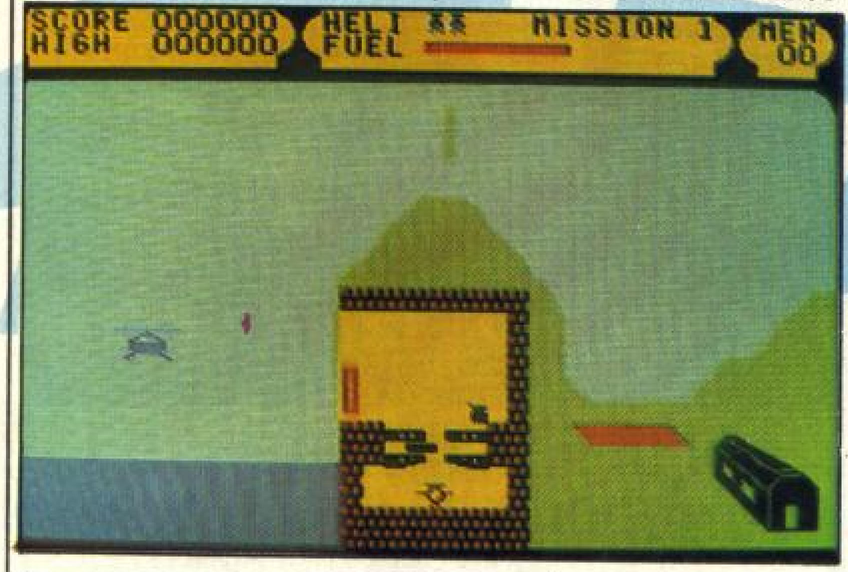
BLUE THUNDER
Encore, £1.99 (Rerelease)

This is the one and only release by Richard Wilcox Software Ltd. Sad you might think, were it not for the fact many of the people involved promptly formed the extremely successful Elite next.

The game which started the ball rolling has you as the only escapee of a merciless assault by alien attack troops. It's your moralistic duty to break behind enemy lines and rescue your captured comrades. Using the fabulous new jetcopter Blue Thunder, you must break the barriers which shield the alien stronghold and, with guts, determination and pinpoint joystick accuracy, take out the various enemy defences which are the one thing standing between agonising solitude and joyous reunion.

Despite **Blue Thunder** being the game which effectively breathed life into Elite, it can't stand up against the majority of budget rereleases on the streets today. Graphics are tired and jaded with poor use of colour (dark blue chopper on light blue sky – see what I mean?). Gameplay is fun, albeit a tad difficult, but again, there are ultimately more interesting titles to be found underneath the piles of cheapies littering those already heaving retail outlets. If you're after a cheap touch of nostalgia, by all means try out **Blue Thunder**. But if you're a bit short on cash (or a meanie) I'd go for Encore's much better **Airwolf** instead. And I got out of huffing Encore there. Clever, eh?

OVERALL 48%



RALLY CROSS SIM
Codemasters, £2.99

It's the racing season once again for those daft gits who revel in plastering a range of beautiful cars with tons of wet mud. As the driver of such a vehicle it's your job to drive very fast around out-of-the-way roads and come first in the pack to win an obscene amount of cash. Each stage consists of either two or three laps, with petrol pumps at regular intervals should you get caught short (of fuel!). There are five tracks in all, each track being multi-loaded in on completion of the previous one. Any time left at the end of a course is carried over onto the next, more difficult, level, in between which you are given the opportunity to customise your vehicle with such additions as a turbo-charger, larger fuel tank and opponent-dishevelling bumpers.

I quite enjoyed playing **Rally Cross Sim**, discounting the fact that it isn't a simulator at all, but an out-and-out arcade racing game. Graphics are well designed, with a 'rough and ready' look to them – not pretty, yet well suited to the product. It's also quite effective in the way in which the car handles, with the player experiencing drifts to the side when taking corners at too high a velocity. With the addition of a simultaneous two-player option, **Rally Cross Sim** is an interesting little title which is priced just right for the pleasure it provides.

OVERALL 80%



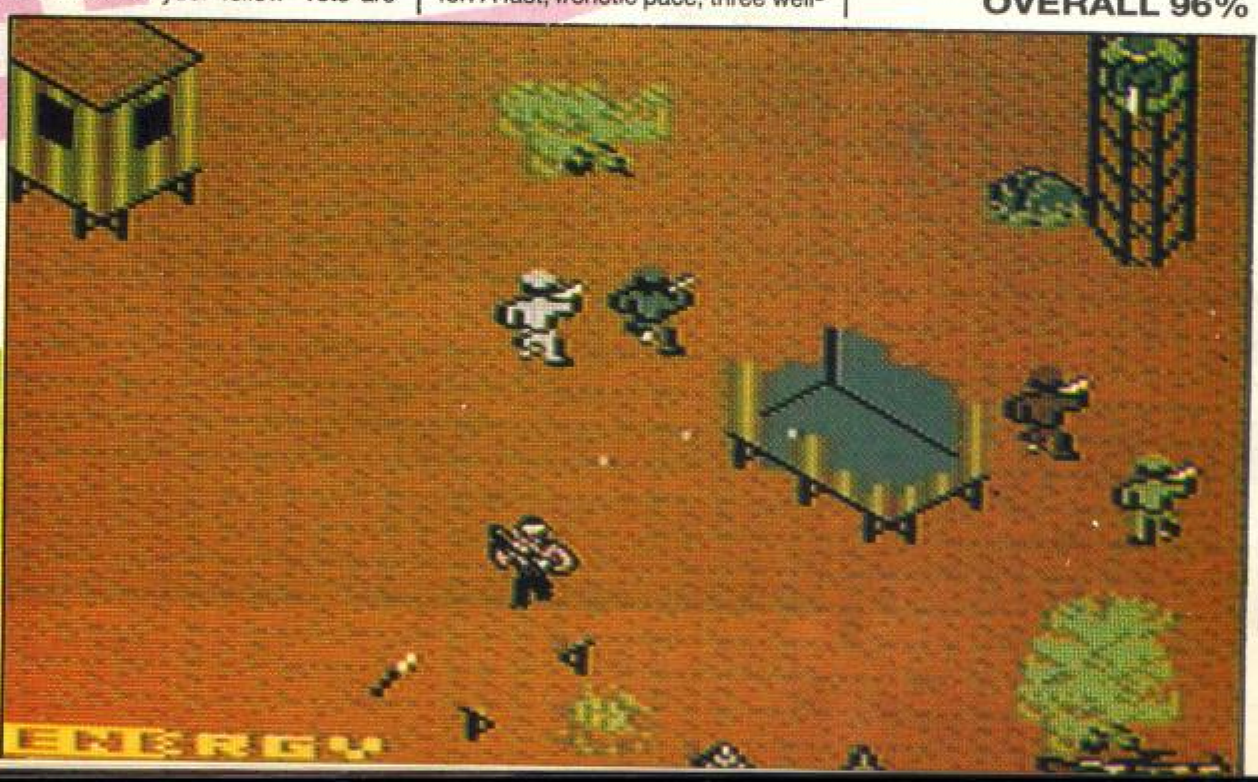
RAMBO
Hit Squad, £2.99 (Rerelease)

John Rambo, Vietnam vet and disturbed convict, is sprung from a high-security prison by his good friend and ex-commanding officer, Colonel Trautman. There have been reports from Vietnam that American soldiers are still being held in torture camps, twenty years on from the conflict. Rambo is the only man sufficiently powerful, quick-witted (Are you sure about this – Ed) and familiar with the territory to release the POWs, so its a quick gab with the Senate, a turn of a key and John's on a helicopter bound for the Far East.

A three parter, the first section of the game sees Rambo on the outskirts of the enemy encampment, about to sneak in. Strategy is vital from the outset, as the amount of noise you make determines the quantity of soldiers alerted to your presence. Scattered around the sparse woodland area are a range of weapons which emit varying decibels when used. Once into the camp, you must rescue your friend and colleague Bates, whom you find staked out in the middle of the base, before making a mad dash to steal the enemy helicopter at the top of the screen. On acquiring your transport, the scene switches to a view of the chopper as you fly to the hut in which your fellow 'vets are encased. You must battle your way through the swarms of now-alerted guards, free the POWs and make it back to the 'copter. The final level has you making a break for the Vietnam/Thailand border, whilst being chased by a Soviet gunship.

To come straight to the point, Ocean, sorry, Hit Squad, will have no trouble in hitting number one with **Rambo**, as it's the sort of game which rerelease labels were made for. A fast, frenetic pace, three well-playable, addictive levels, high quality graphics (for a budget game) and an array of tunes and effects which has the majority of full-price products paling into insignificance, never mind budget, make **Rambo** a sure-fire winner in the charts. Just like the film from which it is licensed, this is mindless violence at its very best, and a game which no self-respecting C64 owner should be without.

OVERALL 96%



WEDDING SPECTACULAR!



RANDY SAYS – TIPS OOT FOR THE LADZ!!!

IT'S A TOUGH JOB BEING FAMOUS . . .

Hi there. You know, ever since I took over the tips section in ZZAP! I've had nothing but heaps of praise hurled at me from all circles of society. I'd like to take this opportunity to thank all of you who have written or spoke to me personally, giving me your backing – it IS appreciated.

Another way in which I can tell how well I'm doing is by the amount of tips that are coming in. All I can say on that matter is . . . PHEW! General hints galore as well as some incredibly detailed maps and solutions – just look back at the last couple of issues to see what I mean. Also, the amount of tips blatantly lifted from other mags is well down. Ok, so it may be an easy way to get your name in print, but let me point out that it does ABSOLUTELY NOTHING for the section. Luckily, as I said, rip-offs are increasingly few and far between now, and for that I thank you.

Now, let's see what we have here for you this month. Along with the obligatory piccies of myself (what Randy bit could be complete without them?) there's a super Def Guide to **The Bard's Tale III**. I'll try and slot in the odd POKE, hint and cheat-mode somewhere if I've got the time. I'm doing too much. Then again, it's all great! Get tipping.

TIPS FEATURED

C64 POKES

Chicago 30's
H.A.T.E
Living Daylights
Manic Miner
Metrocross
Savage
Ultima V
Xenon
Zamzara

C64 CHEATS

Cybernoid II
Driller
Hawkeye
Hunter's Moon
Last Ninja II
Platoon
Project–Stealth Fighter
Samurai Warrior
Tau Ceti

SOLUTIONS

Bard's Tale III

AMIGA TIPS

Arkanoid
Better Dead Than Alien
Eliminator
Empire Strikes Back
Fusion
Hostages
Hybris
Speedball
Thunderblade



EY! WHAT'S ALL THIS JIGGERY-POKERY HERE?

Eee 'eck, POKEs are smashing things, aren't they? Buy a game, find that it's too hard (or you're useless at it), lob a listing in and send off a huge highscore to us! Ah well, keeps the Scorelord in Baby Wet Ones, I suppose.

H.A.T.E.
(Gremlin)

Now what little play on words can I come up with for that title? Damn, can't think of any. Oh well, that's what you get for working at 8:47 on a Saturday evening. I'll get this listing from Glaswegian Alan Robb typed up, then it's down to The Bull for me.

```
10 REM CHANGE POKE IN LINE 25 TO
20 REM 0 FOR MUSIC, 1-8 FOR FX OR
30 REM 9-255 FOR REMIXES
40 FOR A=0 TO 7:READ B:POKE 49152+A,B:NEXT
50 DATA 169,0,32,52,56,76,42,49
60 POKE 49153,0
70 SYS 49152
80 SYS 49157:FOR A=0 TO 8:NEXT:GOTO 40
```

Young Alan also asks me if I could go out of my way to mention Tony Fleming and Danny Fowler, as 'they would be pleased to see their names in ZZAP!'. No.

SAVAGE
(Firebird)

Raaar. Sorry, just being savage. Bad pun, I know, but do I care? N Hutchings offers up these cartridge POKEs for your delight and delectation. Load and reset the game before entering:

POKE 24302,173 (RETURN)

on Part One,

POKE 5316,173 (RETURN)

for the Second Section and

POKE 26482,173 (RETURN)

in the last bit, for infinite lives all the way through the quest.

THE LIVING DAYLIGHTS
(Domark)

Isn't Timothy Dalton a good Bond, everyone? Even so, my fave 007 is still Roger Moore. I don't know why (everyone else seems to prefer Connery), I just felt he brought a bit of extra wit into the role. Carl Davies of Middlewich, Cheshire, thinks Domark's binary representation of everyone's 'shaken, not stirred' hero is the best. He must do, he's sent in a POKE.

LOAD the game and reset the machine, then type

POKE 4390,238 (RETURN)
SYS 4352 (RETURN)

to ensure a quite noticeable lack of injury to old Jimmy.

MANIC MINER
(Mastertronic)

A classic in every sense of the word, MM. Why do you think we awarded it a Silver Medal? To complement said mithril gong, get ready to be amazed by an awesome infinite lives POKE from none other than Jozef, who comes from Grimsby.

LOAD the game, then press RUN STOP AND RESTORE to return to BASIC. Type in:

POKE 16573,234 (RETURN)
POKE 16572,234 (RETURN)

and

POKE 16571,234 (RETURN)

followed by

SYS 16384

for a very easy time in the caverns!

XENON
(Melbourne House)

No sooner had ZZAP! 51 hit the streets when the first tips letter addressed to me came scuttling through the door. As a show of appreciation on my part, I thought I'd print the sender's POKEs first. His name is N Hutchings and he's an Essex-type chap. A backup-cartridge POKE, this one's for unlimited lives in the oh-so-difficult conversion of the hit 16-bit title. Load and reset the game, then type:

POKE 26356,173 (RETURN)

You should notice a distinct lack of death afterwards.

CHICAGO 30'S
(US Gold)

Okay, you wysheguysh, git dis 'an gid it good. Dis li'l POKEy thing is from that punk from 'cross town, The Breaker. He thinks he's mean, what wi' dis invincibility job 'an all, butcha see, I's got da drop on him. And if you understood all that, then good luck to you.

```
0 REM CHICAGO 30'S CHEAT – THE BREAKER/XS
10 PRINT CHR$(147):FOR I=272 TO 308: READ A$
20 L=ASC(LEFT$(A$,1)):L=L-55:IF L<5 THEN L=L+7
30 R=ASC(RIGHT$(A$,1)):R=R-55:IF R<5 THEN R=R+7
40 V=(L*16)+R:C=C+V:POKE I,V
50 POKE 53280,V:NEXT
60 IF C<>3729 THEN PRINT "ERROR IN DATA!":END
70 PRINT "TRAINED BY BREAKER":SYS 272
100 DATA 02,56,F5,A9,18,8D,D0,08
110 DATA A9,39,8D,D1,08,4C,10,08
120 DATA A9,2D,8D,47,C1,A9,01,8D
130 DATA 48,C1,4C,00,C1,A9,B0,8D
140 DATA 30,22,4C,10,08,BR,EA,KE,R
```

METROCROSS
(US Gold)

Markie in Art has just been and bought himself a Y-reg Metro Turbo. I'd say that for the price he paid (under the odds) he's got himself a bargain. Unfortunately, I hate small cars. And the seats weren't very comfortable. And the rear bumper had a bad crack (he says his brother did that). Anyway, check out this reset POKE from Carl Davies while you browse through this week's copy of Exchange and Mart. You never know, you may finish the game AND pick up a bargain like Mark's!

LOAD and reset the game before typing

POKE 13501,234 (RETURN)
POKE 13502,234 (RETURN)
SYS 4096 (RETURN)

for infinite time. 'That all?' 'Fraid so.

ZAMZARA
(Rack-It)

Oh. Issue 52's map not good enough for you, eh? Game still too hard for you, eh? Want an infinite energy listing from John De Vugt, Holland, eh? Fair enough. Here's it is.

```
0 REM ZAMZARA CHEAT BY JOHN DE VUGT
10 PRINT CHR$(147)
20 FOR X=272 TO 336:READY:C=C+Y:POKE X,Y:NEXT
30 IF C=6334 THEN POKE 157,128:SYS 272
40 PRINT "DATA ERROR!"
50 DATA 32,86,245,169,104,141,196,4,169,1,141,197,4,169
60 DATA 37,141,198,4,76,6,4,169,32,141,0,8,169,55
70 DATA 141,1,8,169,1,141,2,8,108,252,255,162,10,189
80 DATA 70,1,157,24,9,202,16,247,120,169,127,96,169,173
90 DATA 141,0,20,141,172,38,76,13,8
```

ULTIMA V
(Origin/Microprose)

RPGs aren't usually the sort of software which one receives POKEs for, yet what do I have clenched in my (not) sweaty (at all) mitts, but a character editor for the digital D&D game from across the Atlantic. Who sent it in? Paul Cox of Romford, Essex, me god. So, how do you use it? First type in this easy little listing:

```
10  FOR F=0 TO 44:READ A:POKE 49152+F,A:NEXT
20  DATA 169,1,162,8,160,255,32,186,255,169,9,162,36,160,192,32
    189,255,16 9,0
30  DATA 133,43,169,16,133,44,162,0,160,20,169,43,32,216,255
    96,64,48,58,8 2,79
40  DATA 83,84,69,82
```

Save this for further use. Now, put in a backup of the BRITTANIA disk (not the original!) and LOAD "ROSTER",8,1

When this has LOADed, you can enter the following POKEs to alter the characters to your heart's desire!

NOTE: YOU MUST HAVE SIX CHARACTERS TO USE THE ENERGY POKES!!!

Energy:

Chr 1	– POKE 4232, (0-255) (High byte (ie 100's))	POKE 4233, (0-255) (Low byte (ie 10's))
Chr 2	– POKE 4248, (0-255)	POKE 4249, (0-255)
Chr 3	– POKE 4264, (0-255)	POKE 4265, (0-255)
Chr 4	– POKE 4280, (0-255)	POKE 4281, (0-255)
Chr 5	– POKE 4296, (0-255)	POKE 4297, (0-255)
Chr 6	– POKE 4312, (0-255)	POKE 4313, (0-255)

Items:

Leather Helm	– POKE 4608, (0-255)
Chain Coif	– POKE 4609, (0-255)
Iron Helm	– POKE 4610, (0-255)
Spiked Helm	– POKE 4611, (0-255)
Small Shield	– POKE 4612, (0-255)
Large Shield	– POKE 4613, (0-255)
Spiked Shield	– POKE 4614, (0-255)
Magic Shield	– POKE 4615, (0-255)
Jewel Shield	– POKE 4616, (0-255)
Cloth	– POKE 4617, (0-255)
Leather	– POKE 4618, (0-255)
Ring Mail	– POKE 4619, (0-255)
Scale	– POKE 4620, (0-255)
Chain	– POKE 4621, (0-255)
Plate	– POKE 4622, (0-255)
Mystic Armour	– POKE 4623, (0-255)
Dagger	– POKE 4624, (0-255)
SlingOil	– POKE 4627, (0-255)
Main Gauche	– POKE 4628, (0-255)
Spear	– POKE 4629, (0-255)
Thr. Axe	– POKE 4630, (0-255)
Shortsword	– POKE 4631, (0-255)
Mace	– POKE 4632, (0-255)
Morning Star	– POKE 4633, (0-255)
Bow	– POKE 4634, (0-255)
Arrows	– POKE 4635, (0-255)
Crossbow	– POKE 4636, (0-255)
Quarrels	– POKE 4637, (0-255)
Longsword	– POKE 4638, (0-255)
2H Hammer	– POKE 4639, (0-255)
2H Axe	– POKE 4640, (0-255)
2H Sword	– POKE 4641, (0-255)
Halberd	– POKE 4642, (0-255)
Chaos Sword	– POKE 4643, (0-255)
Magic Bow	– POKE 4644, (0-255)
Silver Sword	– POKE 4645, (0-255)
Magic Axe	– POKE 4646, (0-255)
Glass Sword	– POKE 4647, (0-255)
Jewel Sword	– POKE 4648, (0-255)
Mystic Sword	– POKE 4649, (0-255)
Invis. Ring	– POKE 4650, (0-255)
Prot. Ring	– POKE 4651, (0-255)
Regen. Ring	– POKE 4652, (0-255)
Turn. Amulet	– POKE 4653, (0-255)
Spiked Collar	– POKE 4654, (0-255)
Ankh	– POKE 4655, (0-255)

Potions and Scrolls

Great Light (VAS LOR)	– POKE 4720, (0-99)
Wind Change (REL HUR)	– POKE 4721, (0-99)
Protection (IN SANCT)	– POKE 4722, (0-99)
Negate Magic (IN AN)	– POKE 4723, (0-99)
Location (IN QUAS WIS)	– POKE 4724, (0-99)
Call demon (KAC XEN CORP)	– POKE 4725, (0-99)
Resurrection (IN MANI CORP)	– POKE 4726, (0-99)
Time Stop (AN TYM)	– POKE 4727, (0-99)
Blue Potion	– POKE 4728, (0-99)
Yellow Potion	– POKE 4729, (0-99)
Red Potion	– POKE 4730, (0-99)
Green Potion	– POKE 4731, (0-99)
Orange Potion	– POKE 4732, (0-99)
Purple Potion	– POKE 4733, (0-99)
Black Potion	– POKE 4734, (0-99)
White Potion	– POKE 4735, (0-99)

Magical Artifacts:

Sulphur Ash	– POKE 4768, (0-99)
Ginseng	– POKE 4769, (0-99)
Garlic	– POKE 4770, (0-99)
Spider Silk	– POKE 4771, (0-99)
Blood Moss	– POKE 4772, (0-99)
Black Pearl	– POKE 4773, (0-99)
Nightshade	– POKE 4774, (0-99)
Mandrake	– POKE 4775, (0-99)

Gold:	POKE 4482, (0-255) RETURN (Hi-byte) POKE 4483, (0-255) RETURN (Lo-byte)
Food:	POKE 4480, (0-255) RETURN (Hi-Byte) POKE 4481, (0-255) RETURN (Lo-Byte)
Keys:	POKE 4484, (0-99) RETURN
Gems:	POKE 4485, (0-99) RETURN
Torches:	POKE 4486, (0-99) RETURN

Character Level and Magic Points:

Chr No.	Level	Magic
1	4238, (1-8)	4231, (0-99)
2	4254, (1-8)	4247, (0-99)
3	4270, (1-8)	4263, (0-99)
4	4286, (1-8)	4279, (0-99)
5	4302, (1-8)	4295, (0-99)
6	4318, (1-8)	4311, (0-99)

Phew! After you've made the required alterations, make sure the previously entered listing is still in memory, and RUN it. Then, with your BRITTANIA disk inserted, type:

SYS 49152 (RETURN)

The file will SAVE onto the disk, ready and waiting with the customised version when you next LOAD the game!

IMPORTANT! DO NOT USE A RING OF GENERATION, YELLOW POTION OR ANYTHING WHICH RAISES HIT POWER – IT WILL RESET YOUR VALUES!

COCKUP CORNER!

Oops! Problems with the Last Ninja II **listing in Issue 51 came to my attention today (July 13th), and luckily enough it was spotted in time for a revision to be printed this month!**

The faux–pas occurs on lines 20 and 30. Where it reads . . .

```
20  . . . IF L<55 . . .
30  . . . IF R<55 . . .
```

It should actually have been printed as:

```
20  . . . IF L<5 . . .
30  . . . IF R<5 . . .
```

Damn those infernal typesetters! And a big thank you to *Peter McCabe* of Walthamstow for phoning the ZZAP! office to put us right!

ZZAP! randy's tips

THE DEF GUIDE TO BARD'S TALE III



SOLUTION from Andrew Burrows**, South Island, New Zealand**

The Dungeon

To get into the beginner dungeon, type 'Farjan' when asked who the Mad God is. While in the dungeon, you should find the word 'Chaos'. When this is input at the start it allows access to Untrebrae. This is a great place to build up your characters' experience. When you come across a magic mouth, say the Rhyming Word; God knows what it is (alternatively, you can Phase Door the wall when one square away from the mouth), to gain access to Level Two.

Answer 'Shadow' to the riddle you are asked. This will allow access to Level Three. From there, head down to the south-western end; there you should be given another riddle, of which the answer is 'sword'. Using this word allows entry to Level Four, in which Brilhasti's chamber is in the top-left hand corner. Kill Brilhasti and his guards (not an easy task, I might add – a relatively simple way to overcome them is to cast the Archmage spell (MEME), followed by Death Strike (DEST)). It is possible to carry on killing Brilhasti, racking up your experience points, until you have acquired a sufficient amount to make one of your mages a Chronomancer, at which time proceed to the Twilight Copse and cast ARBO, which should transport you to Arboria.

Arboria

Go first to the fisherman's hut and learn the spell Gille's Gills then, making sure you possess a container, go and jump into the lake. Casting Gille's Gills, make your way to the top-left hand portion of the Underwater Castle and find the Water of Life spring. Fill your container from the spring and exit the lake. Collect some acorns from the tree outside the city, before travelling to Valaman's Tower. At the convenient spot, place an acorn into the hole and drop some Water of Life on it. A door should open up, which leads to the top level. Find the spear (in the top-left hand corner) then leave the tower and go to the Festering Pit. Proceed to Level Two, find Tslontha and kill him with either the DEST or FADE spells, after which take his head and heart and take them to the castle in the city, where the King will grant you access to the Sacred Grove. When you come across a door, open it and place Tslontha's heart in the bowl, pouring some Water of Life onto it. A door should open, allowing entry to a series of corridors which eventually lead to Valaman's bow and arrows. Collect these and return to the Wilderness, calling on the old man when you arrive. He will inform you to go to the Cold Peak. Go there and cast GELI. You are now in Gelidia.

Gelidia

Find the hut (before you freeze to death) and read the dead man's diary, taking note of his name at the same time, then travel to the Ice Keep. In each corner is either a magical creature, wall or carpet, blocking access to a tower. Read each inscription and cast the relevant spell, for example: 'A wolf to sate hunger' requires the casting of Instant Wolf (INWO). Once the obstacles are removed, traverse each tower, killing the wizards found in them, and collect the lenses in the buildings. Go to Level One and place all of the lenses in the dome in the top-middle of that level, and a door should open up, which you should enter. Proceed through this new level until you find a sign asking you to enter he correct name. Try either 'Hawkslayer' or the name of the dead diarist, then kick the wall. You will enter a new room, in which are the items you were asked to collect. Proceed back to the Wilderness and Skara Brae and give the items to the old man. He will tell you to go to the crystal spring and type LUCE. When you do this you shall be transported to Lucenia.



Sceadu's Demise

Go to the old man. He will tell you to go to Shadow Rock and cast OLUK. Do this ot reach Nowhere. Go to the canyon, where you shall eventually come across the shadow lock. Return to Nowhere. Now go to Tor Quarry, more specifically in the middle, collect some hot tar and travel to the Dark Copse. You should find a bunch of trees surrounding a black hole. Burn down one of the trees and get the hole (the shadow door). Get out of the Dark Copse and walk four paces south and three paces west of the city. You will be in the Middle of Nowhere. Drop the shadow door and lock – a magic door is now open to you. Jump into the door to enter Sceadu's Demise. Make your way four north, eight east of the exit where you shall find a portal. Go down this portal and walk fifteen paces north, fifteen paces east and face north. Cast PHDO, then go eighteen north, thirteen east to find Sceadu himself. The only way to kill him is to get your thief to sneak up on him and take him from behind, as he resists all magic and you cannot get close enough to him from the front to cause any damage. While your thief sneaks up, get your Chronomancer to continually cast LUCK, and when in range kill Sceadu. Collect his items and return to the Wilderness.

Lucenia

Collect the crystal key from underneath the Rainbow Dragon on the Violet Mountain, to gain access to Lyannis' Tower. It is necessary to kill the dragon (use the spell SPBI). Collect some of its blood in a container. Leave the mountain and pick the roses. When you arrive at a bush with no roses, drop some of the collected blood onto it and take the rose which appears. Now go to Lyannis' Tower and open the door with the crystal key. Proceed to the top of the tower and, when you find Lyannis, kill him and take his triangle. Go back to Lucenia, and the Bard's Hall. Listen to the Rose Song (remember what each rose is used for).

Make your way to Allira's tomb on Level One. Go to the top-middle, where you should find a locked door. Use the triangle to break the lock, and enter Level Two. As you proceed along the tomb, Allira herself should appear before you and request a rose. Give her the correct ones to pass her. Do this and use the Rainbow Rose last, then collect the treasures and return to Skara Brae. The old man should tell you to go to the old dwarf mine and cast KINE. Do this; you will now be in Kinestia.

Werra's Joint

You are now instructed to go to the Vale of Lost Warriors and cast AECE. Do that, and you will find yourself in Berlin (?– Randy). Explore Berlin, but don't go through any holes if you want to save time. When you hear a voice asking you its name, enter TYR. Another voice asks you its real name, to which input WERRA. You will now be in Werra's Joint. Two black slayers are to be found at the bottom-left hand corner of the house. These people are hhhhard, so run away from them. You should now be facing Werra himself. Kill him in the same manner which you dealt with Sceadu. Once Werra is dead, get his shield BUT NOT THE NIGHTSPEAR! Go to the place where you can spot Skara Brae in the distance (it's in the top-right hand corner). You'll be transported to Skara Brae. Go to the old man and look at the Gross picture, then enter the Storage Hut at the start of Skara Brae and share out all of those lovely weapons.

Kinestia

Find Hawkslayer and answer his riddle – 'Iceberg'. Find your way to the Private Quarter and go five paces north, two paces east of the exit. There you will be given a poem. The right hand key is also in the Private Quarter, and is easy to find. In the barracks is the left hand key. Once you are in possession of both, go to the workshop and find the locked portal. Turn the right key eighteen times, the left one fifteen times, to unlock the portal, which you must now go down into to reach Urmech's Para. Proceed six paces north, four west to find another portal. Enter it and cast Gille's Gills. You are now in the Vicious Plane. Go to the bottom left hand corner to find an opening into the Sanctum. Make your way to the middle where Urmech will be found. Don't attack him, as he will give you the treasures which you are meant to collect. Go through the south door to Urmech's Laboratory, where you can make one of your characters into a Geomancer (preferably a warrior). Return to Skara Brae.



'CHEAT'ENDERS!

with *'Dirty' Den Rand*

Dead? Who, me? Naa, Shar. Just been down the cash 'n' carry, ain't I. Get some C64 hints for this Rand geezer, ain't I. 'Allo, Ange, come on, put the bottle down and let's off to Rio for a couple of years. (Ok, so I was stuck for an intro.)

SAMURAI WARRIOR
(Firebird)

Apart from this, nothing of any real worth stands out in my mind as being released by Firebird. Hopefully, the Microprose buy-out will change that. In the meantime, check out this hint for the ever-playable bunny-basher.

On reaching the hut with the gambler inside, stay on the section of screen which has only yourself and the gambler in view. Now, unsheath your sword and the gambler will leave your sight for a few seconds. Stay where you are and when he returns, kill him, take the cash, re-sheath your sword and casually walk out, past the customer and maid. Now re-enter and repeat the process. Using this method you will rack up load-samoney, but keep an eye on your karma, as that will steadily decrease with each death.

I can tell you know the ins and outs of this ronin rabbit, Glenn Urquhart **from West Sussex (any relation to Christian, by any chance?)**

PLATOON
(Ocean)

Smashing film, this. Not exactly family viewing, but it certainly opened my eyes to one or two things. The computer version wasn't half bad at all, either, my son. A bit difficult on the first level, but now there's a way of getting around that. A chap going by the name of Stephen **(no surname, no address, just Stephen) shares this sprig of advice with all you budding Viet-nam veterans out there.**

Should you be doing very badly once you get to the village, stand outside the fourth hut and shoot the innocent Vietnamese until your morale is almost zero. Then, quickly enter the hut, shoot the soldier and pull down on the joys-tick until the 'Game Over' message appears on-screen. Now, restart the game and get shot by a baddy. You can't be! Be careful though, you can still be messed up badly by the mines.

Thanks Steve. A slightly immoral way to go about surviving, but it does the trick.

HAWKEYE
(Thalamus)

Thalamus programmers do seem frequently forgetful when it comes to removing cheat modes from their software. Makes my job much easier though, not having to input long, laborious listings. Don't know who sent this one in, as I can't find your name and address, but it was the only one, so you'll know it when you see it.

During the game, press DEL. Then, when you lose all of your lives, you will automatically jump to the following level.

HUNTER'S MOON
(Thalamus)

Not a title which I was overly keen on, but then again there's not much which does send me into fits of expletives. It got a Sizzler though, so I suppose it's ok. Here's a tip from A Brammer **who lives near Grimsby, for followers of the Axe Man.**

When you start the game, press '2', '3' or '4' in conjunction with the fire button, to begin blasting on level 2, 3 or 4 (depending on the number chosen).

LAST NINJA II
(System 3)

Phew! I tell you what, anyone who thinks that this job is easy would be in for a surprise if they had it. It's bloody difficult trying to come up with fresh, new ideas when you didn't get to bed until three in the morning, you're itching to be out down the pub and the weather's adorable. Still, it does have its compensations. And I can prattle on about nothing in general when I'm stuck for a tips intro. Look, I've just done it here! Oh well, Stephen**'s got a hint for System 3's state-of-the-art (ooh, don't hear that cliché much any more!) arcade adventure.**

When you get top the boxes on the fourth level (the ones which you need to somersault onto to get across the chasm) and you have only one life left, it is possible to keep going back to the power lines and collecting the hamburger for an extra ninja.

TAU CETI
(CRL/Mastertronic)

You'll notice that two companies are mentioned above. That's because this particular software surprise has only been re-released for a relatively short time on budget, and anyway, I thought I'd give the original release-ees some credit for their hard work. I'm a one, aren't I.

If you type in the message 'F*** OFF' (without the asterisks – get the picture?) you will be greeted with an 'interesting' response.

I suppose that's one way to get the parents on the warpath. 'Eee, mum, look what me computer's just said!' Yeah, anyway, Norwich residents Lee Sherry & Peter Folkard **are the culprits, so send them the letters of complaint, ok?**

DRILLER
(Incentive)

Fancy a few drilling co-ordinates for the first of the successful Freescape jaunts? You do? Well, you're in luck then, aren't you, because Russell Bearns **of Reading, Berks, has sent a list of them to me, as well as a couple of tips. Ready? Here goes.**

SECTOR	X	Y
Alabaster	4498	4096
Amethyst	6400	6050
Aquamarine	5120	2897
Basalt	0932	2240
Beryl	7104	3512
Diamond	4096	3472
Emerald	3746	4097
Graphite	1680	6336
Lapis Lazuli	4096	3746
Malachite	5954	5026
Niccolite	0512	1698
Obsidian	6656	6308
Ochre	1808	6720
Opal	7394	7744
Quartz	2768	1792
Ruby	3746	2550
Topaz	3077	1310
Trachyte	4496	6913

So there's the co-ord's, let us now have the hints!

In *Aquamarine*, shoot the gap between the doors for extra points.

The forcefield in *Ochre* can be deactivated by shooting one switch in *Graphite* and the other in *K4 Complex*.



RYDER & CARROT - "IT'S OK, I'VE HAD TIPS FROM VANESSA, MARK!"

AMIGA'S CAN'T BE THAT POPULAR IF . . .

. . . Only one person can be bothered to send any tips in for the machine! That's right! It's a two-man show this month, with Vark supplying the goods, and me typing them up and sticking dry witticisms in between. I don't know, we give you more than enough 'miggy coverage in ZZAP!, the least you could do is send a few hints. Or is the software so dull that you can't bear playing long enough to compile any???

HOSTAGES
(Infogrames)

Don't think we ever actually reviewed this one – a pity, as I rather enjoyed it. Oh well, not my fault anyway. Before my time. Here's a potted guide to counter-terrorism.

PART ONE. Whenever possible, hide behind walls or in doorways if you are about to be lit up by a spotlight, as lying down or doing a roll isn't always effective.

PART TWO. When placing your men around the top of the building, put them all on the same side (the best side is the bottom one). Now press F1 which will show you the side on which your men have been positioned. Scan the top windows first for an empty room (you should see your men dangling from the ropes). Send the first man in on the top floor. If all the windows have silhouettes inside them, then the hostages are the ones with the slightly bigger one. Should you shoot a hostage at the beginning (through a window) it is a good idea to start again from the very beginning.

When your first man has entered a window from the top floor, clean the top floor of terrorists (pretty easy to distinguish, they're the ones who try to shoot you). Once you have shot the first terrorist, position your gun to where he stood when he died, so when you burst in on following enemies, you do not have to bother with positioning your gun, but can shoot immediately. When the top floor is clear, move your man to the top-right hand room (the room with only one door) and stand in that room with your back to the door. That way, you can take hostages to this 'safe room' once you have rescued them, as terrorists can't get in. Now bring another soldier in through the top floor, still leaving one man in the top-right room, and go find them there hostages. If you find a terrorist covering himself with a hostage, DO NOT SHOOT. Instead, run into the room and straight at the terrorist, so you and them occupy the same space. Don't stop; kepe moving forward and you will find yourself on the other side of the room. The hostage will follow you, but not the terrorist (you have to be very agile when carrying out this action). Take the hostage to the safe room. Use these same strategies to save the remainder of the hostages to complete the game.

ARKANOID
(Discovery International)

Quite a show for the American software house this month, and a veritable tipular treat for owners of the 16-bit conversion of this top-notch arcade Breakout variant.

Press F3 to begin a one-player game instead of F1, and F4 for two players as opposed to F2. Doing this opens access to an extra 33 levels, not present in the arcade machine!

HYBRIS
(Discovery International)

Shoot-'em-ups come and shoot-'em-ups go, but some hang around for a bit. Like Hybris. Honest, it's dead good, you know, and you can change the game's parameters now.

Simply press the Space bar on the title screen. This opens up a whole new menu for you to explore at your whim. Well, you can fiddle about with the params, at least.

THUNDERBLADE
(US Gold)

This Amiga version is an extremely interesting representation of the coin-op, but it suffers due to its high difficulty setting. So, chuck in this listing and play an easier game for evermore.

```
10  REM *** THUNDERBLADE
    CHEAT ***
20  CHECK=0
30  CHEAT=491520&
40  FOR N=CHEAT TO
    491594& STEP 2
50  READ A$
60  A=VAL ("&H+A$)
70  CHECK=CHECK+A
80  POKE N,A
90  NEXT N
100 IF CHECK<>278957&
    THEN PRINT "ERROR IN
    DATA":END
110 PRINT:PRINT "PLEASE
    INSERT THUNDERBLADE
    DISK IN DF0:"
120 PRINT: PRINT "AND
    AFTER CLICKING ON CAN-
    CEL TWICE PRESS ANY
    KEY."
130 K$=INKEY$:IF K$="" 
    THEN 130
140 CALL CHEAT
150 DATA 2C78,0004,207C,
    00FE,88C0,43F9,0007,0000
160 DATA 303C,0145,12D8,
    51C8,FFFC,22FC,DBFC,00
    00
170 DATA 22FC,007E,4E5D,
    32BC,4E75,4EB9,0007,001
    A
180 DATA 41FA,000A,2948,
    014A,4EEC,000C,31FC,2E3
    9
190 DATA 3E58,31FC,2E39,
    3E9C,4EF8,081C
```

SPEEDBALL
(Imageworks)

Here's something to stick the old eyeballs to if you've got this awesome future sports-sim but aren't all that proficient at winning. Oh, by the way, use these hints when playing a league.

■ Spheres near the opponents goals are very useful for a bounce-off goal, especially against top goalies.

■ Against any team try to grab as many coins as you can, as well as trying to win the match (of course!) Concentrate on using the coins to build your POWER, SKILL and STAMINA. Once they have reached their maximums (which are POWER – 300, SKILL – 260 and STAMINA – 55) begin using the coins to BRIBE REF (for extra goals), REDUCE SKILL and STAMINA of your opponent and, if needed, BRIBE OFFICIAL.

■ When the game starts, slide tackle the player in front of you (especially when up against a hard opponent).

■ Watch out for the ball rebounding off spheres. When shooting, aim for the corners and not the centre.

CYBERNOID II
(Hewson)

The tipster with no name follows on with a cheat mode for the critically-acclaimed arcade collect-'em-up (you know, the one which got a certain rival 64 magazine in a spot of hot water with a certain Norfolk turkey farmer – hiya, Tones!). It goes something like this (the cheat, not the bother!).

Choose the key-definition option on the title screen and choose the keys 'Y', 'G' 'R' and 'O' in that order. Now plug in that joystick, start that action and play with unlimited lives at your disposal!

FUSION
(Electronic Arts)

Jesus, it's hot today. Here's a tip for Fusion.

Start the game, get into the ship and fly to the top-left hand corner of the level. Leave the ship and drive the assault crawler right into the corner. Type 'STONKER' and re-enter the ship. Now you press 'D' to zip through the weapons available, or 'C' to cycle through the levels. Re-accessing the cheat mode on level two allows you to collect switches whilst flying over them by simply pressing 'F'

And if that doesn't help you, nothing will, quite frankly.

EMPIRE STRIKES BACK
(Domark)

The fourth *Star Wars* movie is now in the making and first reports are favourable. I understand that it's set in the time before Luke Skywalker's dad turns to the Dark Side and becomes Darth Vader. Personally, I can't wait for its release, but at least I can play this fun conversion of the original's sequel, complete with some pretty piccies and smashing speech.

How do I do it? I press down the HELP key and type 'XIFARGROTKEV' on the title screen (read it backwards!). Then, I press 'L', 'C' and 'D' for the pics, or '1', '-' and '=' for the soundz!. Good, eh?! Waddya mean, no?!

ELIMINATOR
(Hewson)

I know I printed some codes for this not so long ago, but those were for the C64 version, which do not work on the Amiga. So here are the Amiga codes, which do not work on the C64. Simple enough to understand?

CODE	STAGE
AMOEBA	2
BLOOOP	3
CHEEKI	4
DOINOK	5
ENIGMA	6
ELITME	7
GEEGEE	8
HANDLE	9
ICICLE	10
JAMMIN	11
KIKONG	12
LAPDOG	13
MIKADO	14

BETTER DEAD THAN ALIEN
(Elektra)

Hmmm, and here's me believing that Space Invaders **went out with the Ark. Oh well, perhaps not.**

On the options screen, type 'CHAMP'. the cheat mode is now active. Press HELP followed by fire for instructions on how to utilise the cheat mode (those Elektra peeps are a thoughtful bunch).

If it looks as if you're going to be hit by bombs or aliens, PAUSE the game with ESC and move your ship to a safe zone on the screen. Press 'N' to continue.

Go on then, here's some level codes as well.

ELEKTRA
SYZYGY
DRAMBUIE
PLUG
SOPRANO
MAYONNAISE
QUARANTINE
FAWCET
POTATO
WOOMERA
NARCISSUS
DEBUTANTE
GRAMMARIAN
ACOUSTIC
TRIPTYCH
JABBERWOCKY
WHIMSICAL
CORNUCOPIA
PUNJABI
TIDDLY POM
KEWPIE
DOLL
SEPULCHRE
EUPHEMISM
FIRKIN
CROSS-
WORD

. . . GOOD JOB I'M USED TO IT THEN, ISN'T IT!

Waddya mean, hosepipe? Eh? Oh, hello. (Quick, put it away!)

And so, as another session of *Randy Says* comes to a close, I sit here, surrounded by old copies of The Sun and The Sport, and think 'When will I get round to clearing this desk up?' Actually, I do have a nice chuck-out (fairly) regularly, it's just that all the muck seems to sneak back when I'm not looking. Must be the lure of the Smiths tapes which I play with frightening regularity.

Any prizes to give out this month? Oh, go on then **Andrew Burrows**, I was a bit keen on the *Bard's Tale III* solution, so get in touch and tell me which software you want.

Do YOU want to see YOUR name above (or below) one of the tips in a superfluously-presented set of pages? In that case, write yourself a cheat (DON'T rip it off any other mag – I WILL find out) pop it into a 'velope, and hassle the postman into making sure it gets sent to: **RANDY SAYS – TIPS OOT FOR THE LADZ, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.** And don't be coy about slipping a note in with your hint, saying how marvellous you think I am. I'll see you next month. Terra.




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INDIANA JONES and the LAST CRUSADE

A

THE ACTION GAME

US Gold, Amiga £19.99



Tiertex go from strength to strength with titles like **Thunderblade** and (soon) **Strider** but they've fallen down quite a lot with some bad titles. **Indiana Jones And The Last Crusade** is, amazingly, one of the latter. Three out of the four levels are strikingly similar in gameplay, slow in pace and generally dull in action. Thankfully the graphics are okay and varied. The idea of stills from the film before each level is neat but the sound effects lack substance. Climbing ladders and walking sedately along ledges is all well and good but best in moderation. The **Metrocross**-style level at the end is nicely different but it's too little, too late.

The man with the hat is back and chasing after the Holy Grail to save it and his father from the evil Nazis. With tongue firmly planted in cheek the funniest of the Indy films is already a huge hit, and accordingly has *two* games for all us fans to remember it by. The Action Game has been created by UK programmers Tiertex, with Lucasfilm only supervising, and sticks quite closely to the film plot.

The first of the four levels recreates the flashback which starts the movie, with River Phoenix playing the young Indy on a Boy Scouts outing. You start off in the caverns where Indy has discovered treasure hunters looting an archaelogical site. Your objective is to grab the Cross of Coronado and escape, but there are plenty of villains to whip into shape and chasms to jump over. There's also the dark – if you don't keep picking torches up the screen goes completely black!

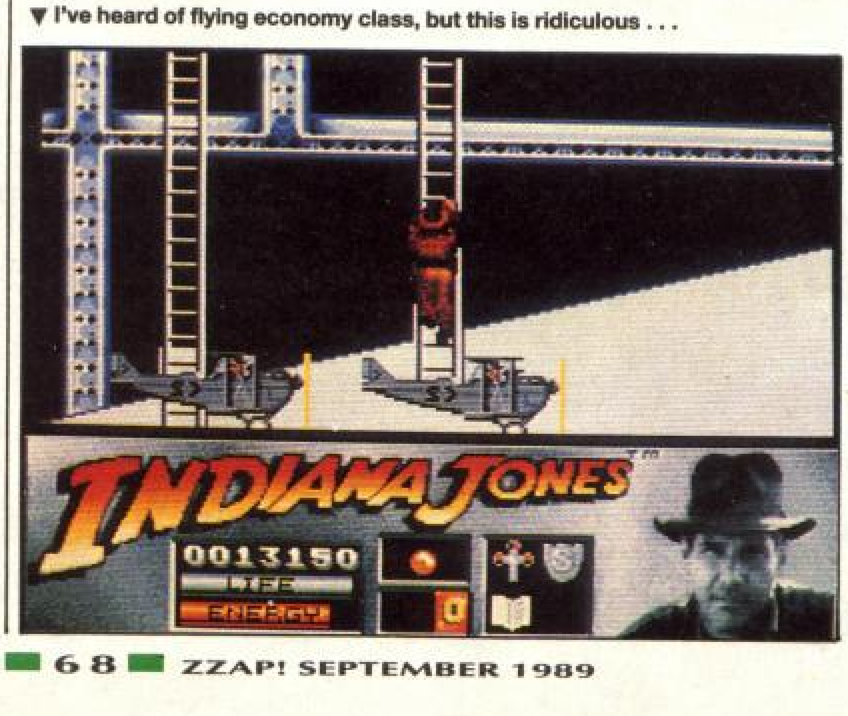
Once Indy escapes the villains give chase, forcing him to take a dramatic ride on a train. You must run along the top of coaches, dodging giraffes and rhino horns while beating up the baddies. The train seems to have grown considerably since its movie appearance, but survive it and level two transforms you into the adult Indy searching Venetian catacombs for a shield, much as on level one. The level continues at Castle Brunwald, with Indy now able to use his whip to swing over gaps as he scales the castle walls.

Level three sees you hitching a ride out of Germany on a massive Zeppelin. Unfortunately, mid-flight the Zeppelin is ordered back home and you must escape by getting onboard one of the biplanes slung underneath it. As you bash your way through Nazi stormtroopers passports must be collected to prevent the alarm being set off! Escape and it's a trip to the temple containing the Holy Grail. This is a Metrocross**-style level, where you have to sprint along, jumping over razor-sharp blades.**

▼ The youthful Indy on the horns of a painful dilemma



▼ I've heard of flying economy class, but this is ridiculous . . .





Capturing the grungy, beat-up atmosphere of the Indy films, complete with begrizzled Harrison Ford and grimy caves was always going to be a tough assignment. And sadly it's a test Tiertex have failed – while the main sprites are reasonable, the backdrops are generally very poor, especially the clouds on the train section. Graphics do not a game make, of course, but with Indy performing as sluggishly as he does here, they certainly could help. If you're a real fan you might find this unimaginative, but effective fun – if not, avoid.

64

C64 review next month, if US Gold are still talking to us.

update

PRESENTATION 65%
Good packaging and continue play option after level one, but digitized film graphics between levels are rather twee.

GRAPHICS 43%
Adequate main sprites, but the backdrops are very poor apart from Castle Brunwald and the Zeppelin.

SOUND 29%
Walking on cornflakes FX and the odd gunshot.

HOOKABILITY 38%
Level one is one of the least attractive, and toughest levels.

LASTABILITY 36%
Minimal variety in gameplay means once you've seen all the graphics you're unlikely to keep playing.

OVERALL 42%
A second-rate, and very poorly presented platforms and ladders game.

007 LICENCE TO KILL

Domark, C64 £9.99 cassette, £14.99 disk; Amiga £19.99



▲ **Shooting it out with the pistol-packing henchmen** (Amiga)

In Licence To Kill **Bond is on the trail of Sanchez, a ruthless drug dealer aiming to corner the world drug market. The game follows Bond's hunt for the elusive criminal through six vertically scrolling sections in the air, on land and at sea.**

Bond starts the hunt on board a Coastguard helicopter – Sanchez is the prey, racing along in his jeep, protected by machine gun-wielding guards which take pot shots at the 'copter.

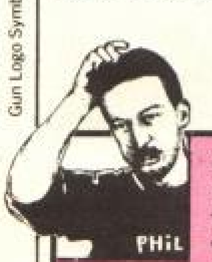
Dropped off by his chopper, 007 then pursues Sanchez on foot through a boatyard but there's the small matter of dozens of henchmen to take out first. Equipped with a Beretta Pistol Bond can rotate in all directions to aim at the enemy, hide behind oil drums, and collect vital extra ammunition.

For level three the action moves back into the air as Sanchez tries to escape in his prop plane. Bond hangs down from the helicopter with a rope to latch onto the plane's tail and capture it. Sanchez is only two minutes away from escaping and weaving all over the place, with inertia and time against him Bond is really put to the test.

Once again the slippery Sanchez escapes, but Bond is not far behind as he takes to the water scuba diving through unfriendly waters filled with Sanchez's hench-divers and dinghies. Dive to avoid bullets and stab the divers but don't forget to pick up the bags of cocaine floating through the water.

In the fifth section Bond begins to draw near Sanchez's seaplane and fires a rope onto a pontoon. Bond is towed along behind the plane and must draw in the line to reach the plane whilst avoiding rocks and buoys in the water.

Finally Bond manages to catch up with Sanchez as the criminal tries to cross the border accompanied by drug-carrying tankers – this time Bond's in the air again but only momentarily as he leaps out onto a tanker, takes command of it and races after Sanchez. Bump the other tankers off the road and be prepared to dodge the Stinger missiles.

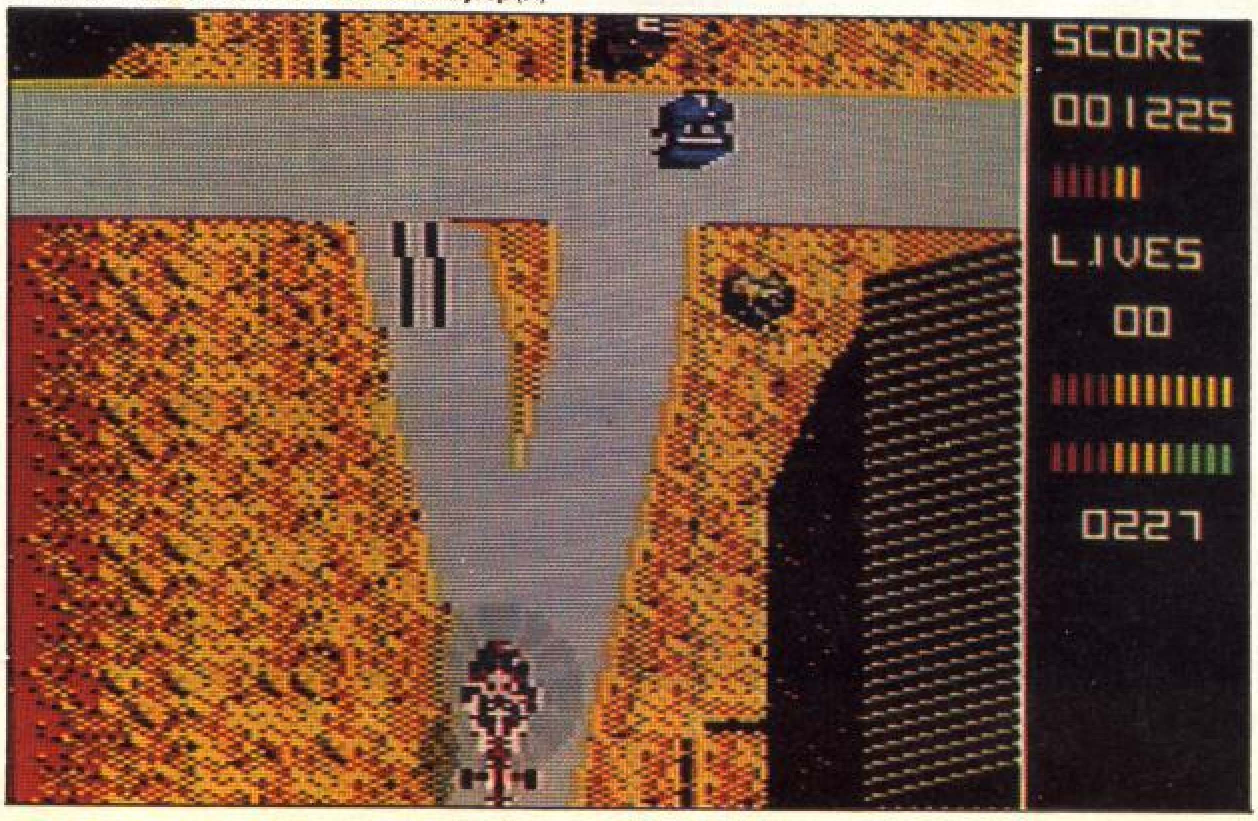


Out of the two I must say I prefer the 64 version which is more challenging and makes better use of the machine, the graphics on the Amiga game being effective, rather than dazzling. However, both versions are certainly very playable with six varied levels which follow the plot of the film well. My only gripe is that none of the levels are outstanding – the appeal of the game lies in the sheer number of levels, and once you've completed it you may not return to the game too often. But having said that **Licence** is definitely the best Bond game yet and well worth a look.



I'm surprised as to how Quixel has managed to cram so much into a one-load 64 version. The first few levels may seem a little dull to look at on both machines, but the graphic quality and sprite detail is very good indeed, more so on the 64. Despite a very tough second level on both versions, **Licence** has the variety and playability to keep you playing for some time even if the Amiga game is a little easy. The 64 version proves a better challenge with hence better lastability.

▼ **Flying up the screen towards Sanchez's jeep** (64)



64

PRESENTATION 84%
Same box as the Amiga and no multiload!

GRAPHICS 81%
Dull backgrounds but some beautifully detailed sprites.

SOUND 65%
Nice intro tune and good spot effects.

HOOKABILITY 80%
Instantly playable and very addictive.

LASTABILITY 80%
Six varied, challenging levels.

OVERALL 80%
Finally a Bond game worthy of the film.

amiga

PRESENTATION 76%
A nice plastic box but the free poster's titchy. The disk accessing between goes is annoying.

GRAPHICS 79%
Nicely detailed but not impressive for the Amiga.

SOUND 60%
Slightly flat intro tune, adequate sound effects but no in-game music.

HOOKABILITY 80%
A relatively easy first level draws you into the game.

LASTABILITY 73%
Six different levels, but once completed there's little incentive to play again.

OVERALL 77%
An excellent movie souvenir and a good game too.

ZZAP! TEST

THE RUNNING MAN

Grandslam, C64 £9.95 cassette, £14.95 disk; Amiga £24.95

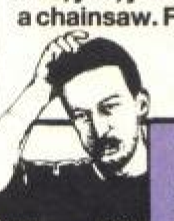
It's the year 2019, and horror of horrors, the most popular show is an incredibly violent TV series starring Arnold Schwarzenegger. What? Arnie's no longer a movie star? This is terrible. He should've retired long before he had to stoop to doing TV.

Well, the plot is he's a reluctant star (doesn't sound likely does it?). He used to be a cop, but a wrongful conviction for police brutality has made him Star runner on The Running Man show. The name of the show is due to the fact that when unarmed contestants are approached by four stalkers, armed with various death-dealing implements, they tend to run.

The show takes place in the ruins of Los Angeles, with the stalkers politely taking turns to assault Arnie – one per level. The first stalker is Subzero, blessed with the delicate sensibilities we expect of an ice hockey player, shooting exploding pucks at our hero. Arnie must jump over the ravines, kick to death attacking dogs and dismember Subzero. Complete a level and you get a puzzle section, swapping icons around on a circular disk to match a completed disk. Succeed and you get full energy back.

The next stalker lives in the suburbs, but sadly isn't either Terry or June, no he's Buzzsaw and, yes, you guessed it he's got a chainsaw. Fortunately medical kits can be picked up to boost health, and lead piping used to show your opponent the error of his ways. But Buzzsaw's a push-over compared to Dynamo, who throws lightning bolts at our Arnie. Then there's Fireball in the Complex, his flamethrower can also be used to fly about with!

The final level takes you back to the TV studio – Arnie's such a natural star – where you must fight his way through armed guard to get to the incredibly irritating TV show host.



Following the impressive intro sequence the game itself comes as something of a disappointment. Graphically it's very dull with bland backgrounds and simple parallax scrolling. Gameplay is just as simple, consisting of repetitive beat-'em-up action with very few moves to choose from. Admittedly, the enemies are varied but still don't make up for the general lack of content.

Buzzsaw about to make a cutting comment on Arnie's lousy dress sense (C64)





The Amiga game has been out a while, and is remarkable for a great intro, big main characters and good animation. Unfortunately gameplay is sluggish, irritatingly tough and unimaginative. None of these flaws are fatal, but this playable game offers little special for the price. On the C64 you'd hope the big, bulky graphics would be stripped down to make a fast and highly playable game. Sadly they are more sensibly sized, but are incredibly just as sluggish. Gameplay is a touch easier, making for a more playable game – but not by much.

▼ Arnie making his debut on a futuristic version of *Interceptor* (Amiga)



64

PRESENTATION 60%
Nice opening scene, and good multiload.

GRAPHICS 50%
Nice use of shading on main characters, but backdrops dull.

SOUND 42%
Choice of FX and tune, neither are outstanding.

HOOKABILITY 44%
The chasm's a lot easier to get past here, as is Subzero.

LASTABILITY 48%
Five levels with different scenery and opponents.

OVERALL 44%
As slow as the Amiga, but a touch more playable.

amiga

PRESENTATION 60%
Nice packaging, and a good digitized intro fills disk one.

GRAPHICS 40%
The main sprites are okay, but the backgrounds are dull and the parallax scrolling is a touch jerky.

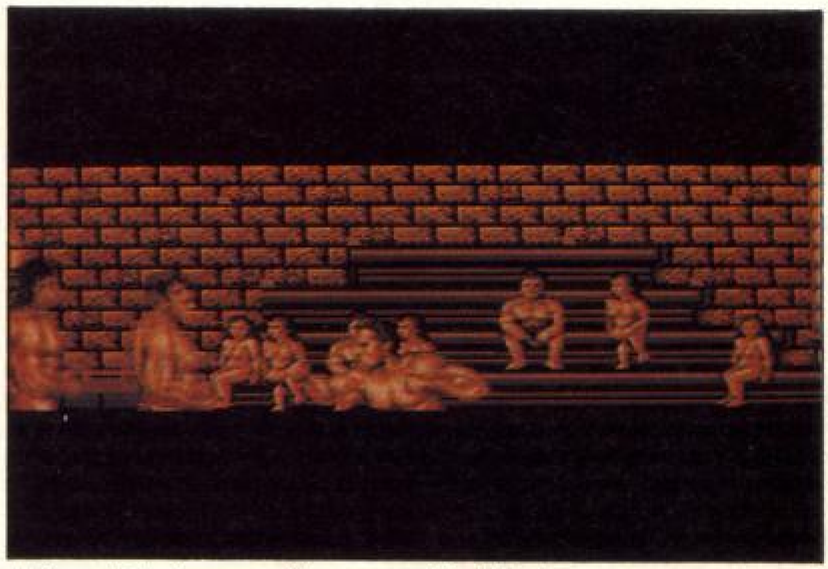
SOUND 47%
Spot FX with a technically good, but rather irritating, electropop tune.

HOOKABILITY 38%
Mighty Arnie stumbling down a metre wide chasm at the start is too easy, and very irritating.

LASTABILITY 48%
Five different levels with some interesting foes to beat.

OVERALL 40%
A nicely presented, but not completely unoriginal beat-'em-up.

RED HEAT



▲ It's so hot in here everything seems a blur! (Amiga)

Ocean, C64 £9.99 cassette, £12.99 disk; Amiga £24.99

Big Arnie – he's as hard as I-don't-know-what. In the latest computer representation of one of the big Austrian's films, you play the role of one Captain Ivan Danko, a Ruskie on an exchange visit to the USA. What is doing here though? It seems that a certain Viktor Rostavilli is bringing drugs into the country, via the Soviet Union. Gorby is a bit perturbed at this so Danko – that's Arnie (and you) – is on the tail of the nasty pasty.

You begin in Moscow. Relaxing in a pleasant sauna you're attacked by a gang of hoodlums. Derobed, hence gun-less, it's your fist against a lot of unfriendly junkies. Then it's a swift hop over to Chicago, where Rostavilli was last spotted, for more of the same, only this time you're armed with a revolver – trouble is, so are your assailants!

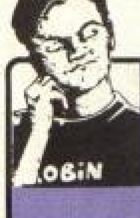
Scattered around the different screens are power pellets and extra ammunition, which can be picked up by stooping. Crouching down also assists in getting out of the way of flying ammo, discharged at waist level by the armed drug-smugglers.

The action is displayed in a 'movie screen' style, with only the top-half of the action (and Arnie) shown, the rest of the screen being taken up by the status panel.

On completing a level, you are offered the chance of boosting your flagging energy via a test of strength. Your hand is shown, clenching a rock, and by waggling the joystick very quickly you must crush the stone. Not the sort of practice you'd expect from yer normal bobby on the beat, but then again, Arnie isn't, is he?



Graphics are fine on both machines with good use of colour throughout, although backgrounds are unnecessarily slow-moving (considering that only half the screen is being utilised). While spot effects are on the weak side, they can be turned off in favour of a rousing tune. I did find the bonus section irritating, not to mention unrealistic (how many people do you know go around crushing rocks with their bare hands?) but luckily it doesn't affect the playability of the main game. **Red Heat** isn't a game I'd immediately rush out and buy, but if you've got the cash spare you could do a lot worse.



Yet another film I haven't seen but the game is quite different to what I expected. The plot comes second to the action (presumably like the film) with the differing locations serving only to provide graphic variety. Schwarzenegger strides slowly but purposefully through each level with some good animation on his and the enemies' part. It's a pity Special FX didn't widen the screen, the massive characters could have looked very good indeed. The sub-games provide much needed variety in the gameplay and the shoot-'em-up element is nicely violent in its execution. On the other hand repetition does creep into what is an above average but slow moving beat-'em-up.

▼ Brrr! It's a bit cold to go sunbathing, ain't it?!



64

PRESENTATION 70%
Well presented apart from dubious 'cinema screen' effect.

GRAPHICS 72%
Smooth animation and good use of colour.

SOUND 64%
Weak effects which can be swapped for a good tune.

HOOKABILITY 69%
Fairly playable beat-'em-up action.

LASTABILITY 61%
A bit repetitive.

OVERALL 65%
An above average beat-'em-up.

amiga

PRESENTATION 67%
Good movie-style packaging, poor instructions.

GRAPHICS 76%
What there is of them is very nice.

SOUND 64%
Above average tunes.

HOOKABILITY 65%
Level one is tough, and overly long.

LASTABILITY 59%
Battling through wave after wave of thugs soon proves repetitive.

OVERALL 62%
A good beat-'em-up which is just a bit too long-winded.

ZZAP! Test SIZZLER

KULT

Exxos, Amiga £24.95

●Ata ata hoglu hulu!

A global catastrophe, known as the 'Burn', has created a race of Tuners – people with psi powers who are utterly hated by Normals. To avoid annihilation the Tuners have set up a psi network to control the Normals.

Raven and his busty young girlfriend, Sci Fi, are young Tuners who one day stumble across a massacre of Normals. The alien Zorq, who's worshipped as a god, has returned to the Temple of the Flying Saucer (!) and instructed his followers to kill everyone nearby, except young men who are to be bought into the temple. His followers are called Protozorqs and the two young tuners are soon in bloody battle with a Protozorq unit. Raven ultimately defeats it, but Sci Fi is captured . . .

Your quest to find Sci Fi, and kill Zorq, begins with the Ordeals of Deilos. There are five skulls to be found and presented to the Changer in an hour of real-time. The skulls are concealed in five Ordeals – interlinked rooms containing puzzles of varying toughness. To help you a priest gives you one helpful object to start off with, and after that skulls can be used to get other helpful objects. There's also a way of breaking out of the Ordeal rooms to sneak into the Second Level, where the priestesses pray and bathe. Clearly, if you're to rescue Sci Fi there's much more to be done than sim-

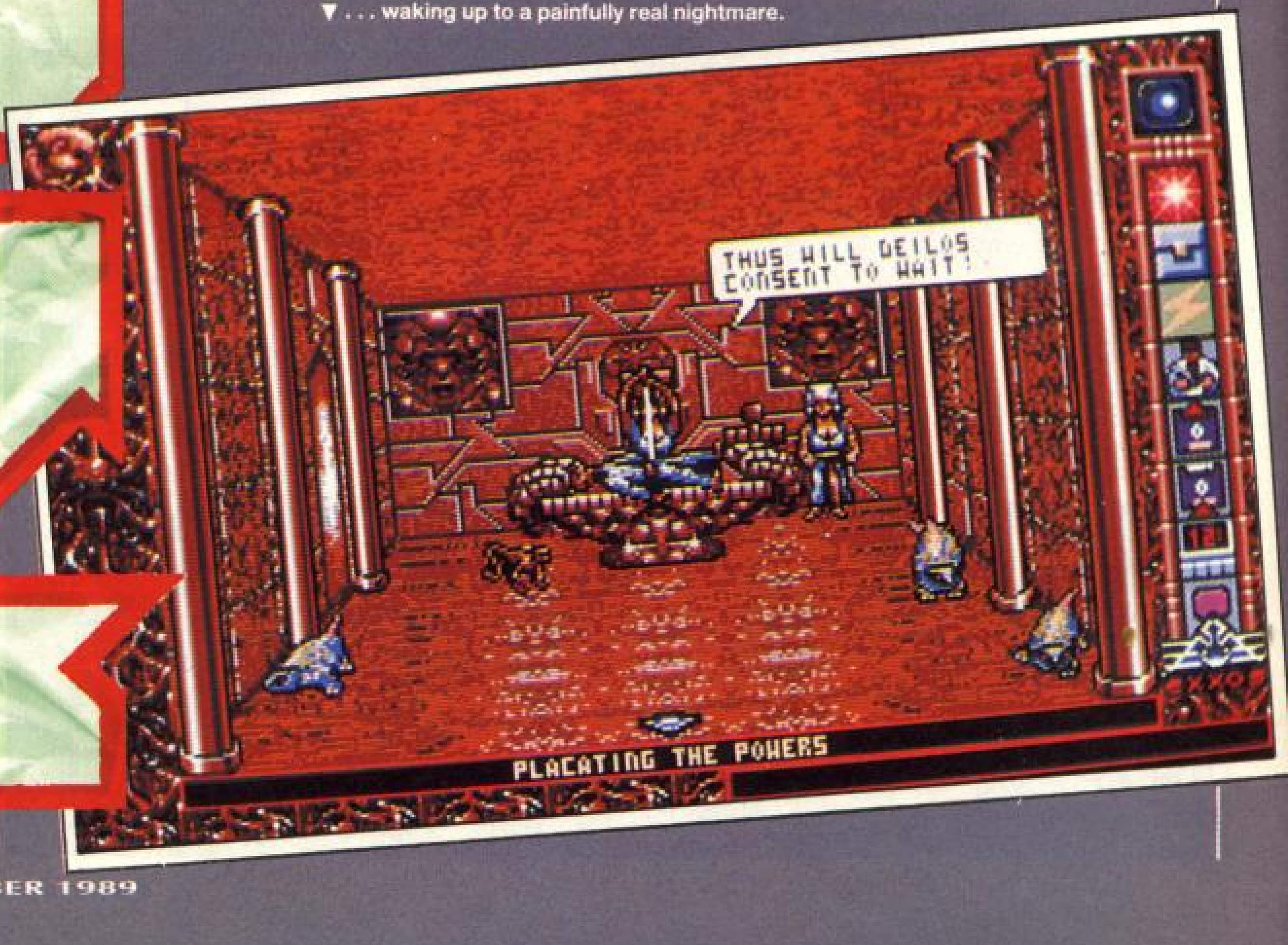


While **Purple Day Saturn** was one of my favourite Amiga games, I found **Captain Blood** a touch irksome and was wary of another adventure-orientated Exxos release. I needn't have worried. The slick presentation mirrors gameplay, which is original and innovative. The Ordeals I've solved so far were logical but far from obvious, giving a real feeling of satisfaction once completed. **Kult** is a highly enjoyable, and unique game which deserves to achieve much more than 'cult' success.

▼ Norma Jean (AKA Marilyn Monroe) is reborn in a Gallic SF classic.



▼ . . . waking up to a painfully real nightmare.



Wow, what a weird plot and if that wasn't surreal enough the wonderfully detailed graphics add even more to the superb atmosphere as do the creaking sound effects and simulated speech (and no, it isn't Welsh!). Some of the characters encountered are truly bizarre – ever tried making love to a spider woman? The puzzles themselves are very cryptic indeed but there's much more to the game with underground caverns to explore and your girlfriend to rescue while you avoid being chopped up on the sacrificial altar! The icon system is extremely easy to use and an extra tactical element is introduced in using the useful psi powers.

A brilliantly implemented science-fiction adventure with wide-ranging appeal.



ply following the Ordeal rules.

Thankfully gameplay matches the imagination of the scenario. You interact with the landscape via a cursor which changes shape according to what it touches. Crossed arrows indicate an exit, arrows in a circle suggest there's something to be examined, and a brain icon comes with nodes representing various actions such as 'grab object', 'attack' or 'kiss' – the options vary depending on the circumstance. You also have special psi powers such as Solar Eyes (see in the dark), Sticky Fingers (Spiderman mode) and Know Mind (read someone's mind). There are a lot more powers and options, all easy to understand and use – but few of the puzzles are simple. Fortunately there's a sort of psychic 'help' psi power, with clues delivered distinctly garbled – 'Pay Shunts' means patience.



▲ Disturbing the ablutions of a priestess

▼ After completing the five ordeals surely you can have a peaceful sleep . . .



This is the weirdest game I've seen since **Captain Blood**, also by Exxos. They sure come up with some strange ideas – selecting options by pointing at your brain is certainly original! The presentation is incredibly stylish with many humorous animated sequences and good sound effects to create a surreal atmosphere. The characters encountered talk hilarious gibberish (although it's easier to comprehend than Randy's accent!) and some of the females sound remarkably like a shrieking Hattie Jacques! This injection of humour lightens the otherwise serious business of solving the cryptic puzzles. These are challenging although never frustrating as you can always leave the present puzzle and try another. Although definitely not one for arcade freaks, **Kult** is highly original, thought-provoking entertainment.

PRESENTATION 90%
First class, with lots of weird background detail, but there's only one save allowed per disk.

GRAPHICS 94%
Atmospheric and stylish with some good animated sequence.

SOUND 93%
Weird and atmospheric intro tune, with great in-game FX.

HOOKABILITY 92%
High, you can attempt the ordeals in whichever order you like.

LASTABILITY 85%
Not quite in the Infocom league, but still very respectable.

OVERALL 90%

A first-class game which will appeal to non-adventurers as much as *Millennium 2.2*.

TOM & JERRY

A 64

Magic Bytes, C64 £9.99 cassette, £19.99 disk; Amiga £24.99

You may recall Magic Bytes' previous attempt at a cartoon licence, Pink Panther, which scored a massive 14% back in November. Now they've been let loose on that classic cartoon duo, Tom and Jerry.

Everyone knows that mice like cheese and that cats like mice (to eat!) but the instructions to Tom And Jerry explain that Tom doesn't want Jerry for his dinner and only chases him for fun (that's news to me – Jerry). Starting in the living room Jerry runs and jumps around five horizontally-scrolling levels (ranging from the nursery to the garage), looking for huge wedges of cheese to scoff – he must eat it all within the ever decreasing time limit to win the game. Jerry can use springy sofas and chairs to bounce up to high places but he must keep an eye out for the chasing Tom who tries to knock him onto the ground where he can catch him, taking 30 valuable seconds off the time limit. Time can be regained by entering one of the mouseholes that connect the five levels: Jerry runs through a 3-D scrolling tunnel, collecting cheese (for extra time) while avoiding bombs (reduce time).

Just like in the cartoons Jerry can perform a variety of neat tricks to keep Tom at bay. Objects can be knocked off shelves onto Tom's head. Banana skins can also be dropped – if Tom steps on one he slides straight off the screen. Other ways to distract Tom include changing the channel on the TV, opening the icebox (fridge to you and me), activating a jack-in-the-box, opening a car door, and unveilling an abstract statue.

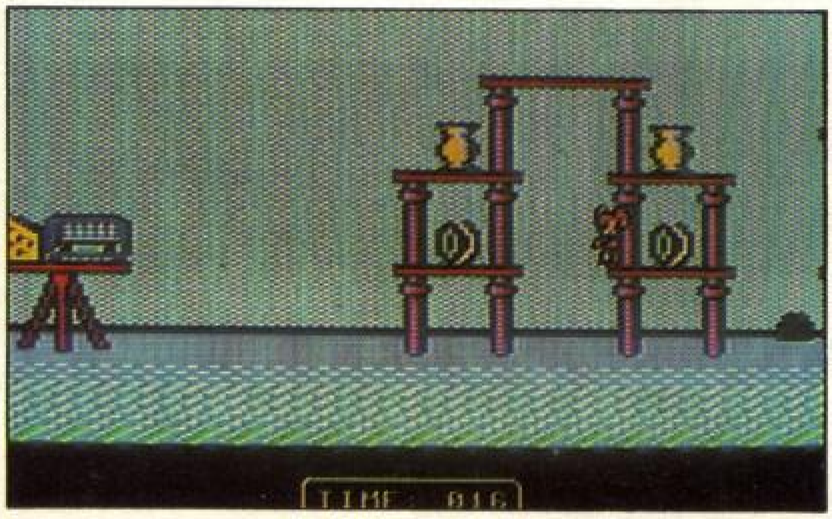


After the horrendous **Pink Panther**, Magic Bytes have now moved on to even more famous cartoon stars. Thankfully **Tom And Jerry** is a bit better – on the C64 the graphics are good and gameplay initially quite playable. On the Amiga there's a good continuous tune, but graphics are disappointing and on both machines gameplay soon proves repetitive. **Tom And Jerry** is a very basic platform-and-ladders game which even the most ardent fan should think twice about purchasing.



The best thing about **Tom And Jerry** is the slapstick humour which is animated well enough. When Tom gets knocked on the head by a bowling ball he is surreally squashed while the results of treading on a banana skin are hilarious. Laughter aside though, frustration is caused by the fact that Jerry is difficult to control and often gets stuck in the furniture. Furthermore, there's too little gameplay content to keep you coming back for more: a severe case of 'that's all folks!!!'.

▼ Jerry's safe for now, left on the shelf (64)



▼ Gotcha! Tom pounces on the sickeningly cute Jerry (Amiga)



64

PRESENTATION 50%
'Acid Mouse' poems and comprehensive instructions – albeit badly translated.

GRAPHICS 66%
Reasonable backgrounds and characterful sprites.

SOUND 42%
A few mediocre tunes.

HOOKABILITY 45%
Simple to get into . . .

LASTABILITY 40%
. . . but it soon gets repetitive.

OVERALL 43%
Nice graphics, shame about the gameplay.

amiga

PRESENTATION 48%
Same as the 64 but a bigger box.

GRAPHICS 32%
Banal backgrounds and jerkily animated sprites.

SOUND 63%
Very cartoon-like continuous tune.

HOOKABILITY 28%
Stale 8-bit gameplay is immediately off-putting on the Amiga.

LASTABILITY 26%
Once you've seen all the backgrounds you're unlikely to play again.

OVERALL 27%
Poorly presented, frustrating 8-bit gameplay makes the £24.99 price tag the funniest part of this caper.

Garfield

WINTER'S TAIL

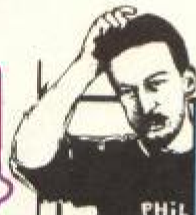
The Edge, Amiga £24.99

Take a rotund, ginger tomcat. Give him an insatiable appetite for lasagne. And leave the fridge door open. What do you get? The sequel to Big, Fat, Hairy Deal, **that's what.**

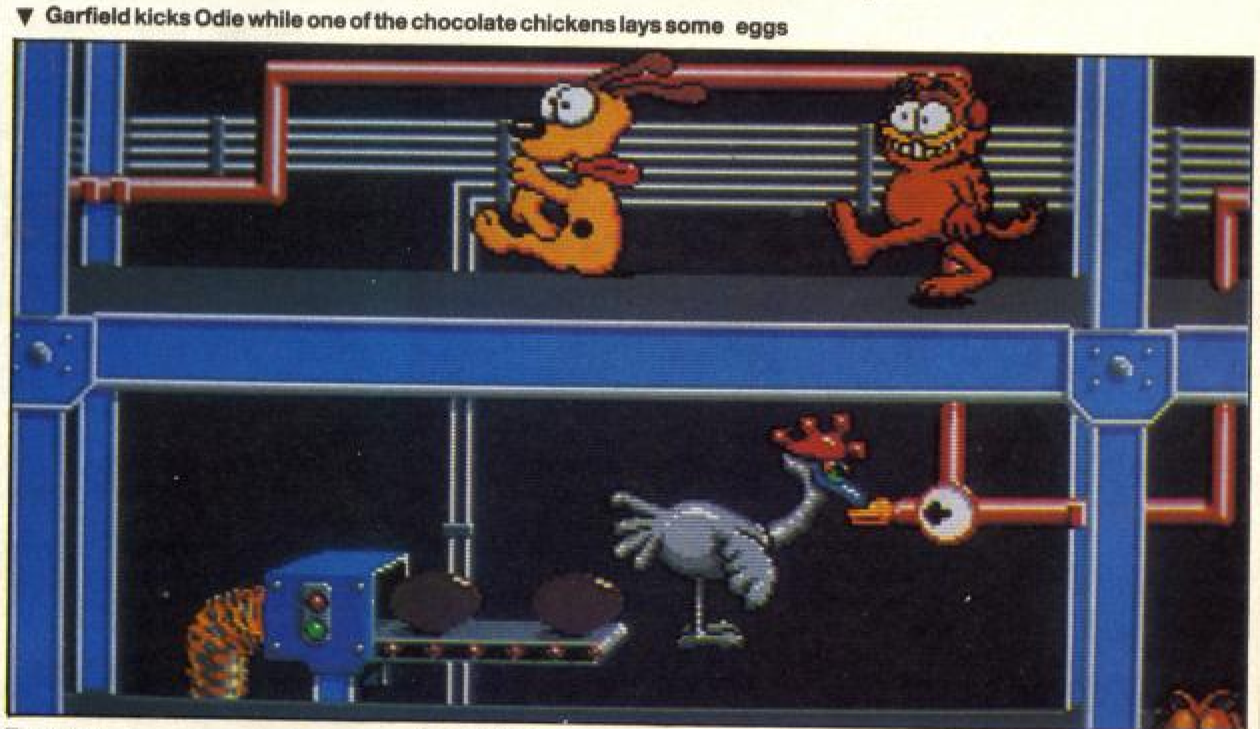
Our feline friend has been sampling the delights of Italy's culinary expertise once more and, having fallen asleep in the icebox beside the refrigerator, he's started to dream. A beautiful dream. About FOOD. He can see a lasagne factory at the bottom of a ski–slope in the Swiss Alps. Wait a bit . . . there's A CHOCOLATE FACTORY THERE, TOO! Ah, heaven . . .

Winter's Tail **is a three-part program, with the option of playing each section in whichever order you so desire. Part One rests your paws at the top of a steep ski slope. You (and, of course, your 'good friend' Odie the dog) must ski down the slope, dodging trees, bushes and rocks, and jumping the ramps. Should you tumble, you'll lose a unit of energy (represented by a Garfield face which starts out smiling, but gradually saddens with each accident). Energy can be regained by stealing the food held out by the spectators at the sides of the track. Hitting the final ramp at exactly the right moment catapults you high into the air, over the trees and straight through the roof of the Lasagne** Factory.

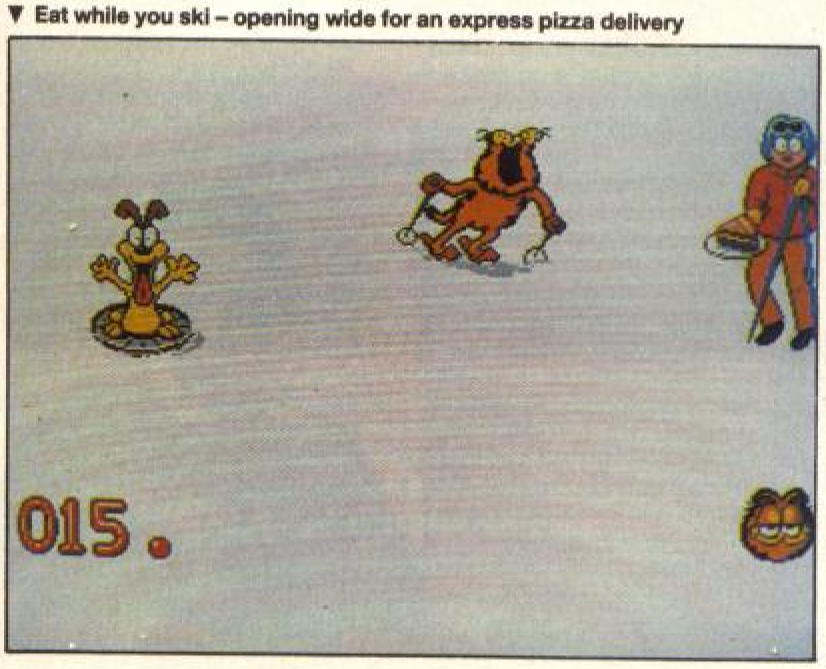
The next load contains two separate levels, the first of which is more akin to a bonus stage, where you must waggle the joystick at great speed to scoff as much lasagne as possible. The second part moves you over into the Chocolate Factory. Here, you must activate the choccy egg machines by turning dials, attached to a spaghetti-junction of pipes, in order that the chocolate mix inside flows to the correct machines. Achieve success in this section and you are whisked off to the final load. It's Torville and Dean time as you skate around an iced-over lake in pursuit of an escaped Chocolate Chicken. You're assisted in your search by the chocolate footprints left behind by the bird (a trail which is followed by Garf's stomach – he eats the prints!), but be careful of the rocks which litter your path.



The great thing about **Winter's Tail** is the way it captures perfectly the personality of the amiable Garfield. Some of the animation is very funny – I love the way the furry feline kicks poor Odie right off the screen. The cheerful music also adds to the cartoon atmosphere. My main niggle is that with only three levels the appeal won't last too long, although the option to play them in any order is a good idea. The gameplay that is present is also very simple, but Garfield fans will no doubt enjoy this light-hearted, lightweight licence.



▼ **Garfield kicks Odie while one of the chocolate chickens lays some eggs**



▼ **Eat while you ski – opening wide for an express pizza delivery**



After the (in my opinion) disappointing **Big Fat Hairy Deal**, The Edge needed a different slant for their next Garfield tie–in. **Winter's Tail** isn't nearly as complex as its predecessor, a lot of the gameplay relying more on joystick dexterity and a good memory. In some respects, it's paid off, as this time it's a great deal simpler to get into the game. **Winter's Tail** does have its drawbacks, however. The sprites, although large, colourful and immediately recognisable, tend to move too slowly, especially on the skiing level where a hasty slide to the left or right is essential in avoiding some of the obstacles (I also noticed that collision detection was somewhat suspect on this level, too). Still, **Winter's Tail** deserves to do well, being an instantly playable, enjoyable tie-in of everyone's favourite moggy.

64

The 64 version should be out by the time you read this, priced £9.99 cassette, £14.99 disk.

update

PRESENTATION 68%
Good option to practise all levels.

GRAPHICS 70%
Cute characters although slow-moving.

SOUND 66%
Cheerful tunes.

HOOKABILITY 71%
Immediate cartoon appeal.

LASTABILITY 54%
Only three levels.

OVERALL 63%
Fun for a while.

SIZZLER

Fiendish Freddy's BIG TOP O' FUN

Mindscape, Amiga £29.99.

●Hilarious circus fun with the nastiest clown around

What Roger Rabbit **did for 1930s detective movies,** Fiendish Freddy **does for Big Top computer games. With a sense of humour dark enough to have been lifted from the** Beautiful Stories For Ugly Children **comic this show business tale starts with the law firm Dewey, Cheatum & Howe delivering some 'Legal Mumbo Jumbo' which means the circus must immediately repay $10,000 to the Big Greedy Bank (headed by I. M. Tightwad).**

Your objective is to become a star circus performer, wowing a team of judges to give you lots of dosh for your dazzling execution of six circus events. Striving to see the events execute you, rather than vice versa, is the 'devious, dastardly, diabolical, devilish and demented' Mr Fiendish Freddy, a singularly vicious clown whose assassination attempts could well have you dying of laughter rather than dynamite, falling from a very great height, having your trapeze cut, etc.

Up to five players can take part, taking turns, and any of the events may be practised. The first event is the high dive, where you must dive from an incredibly high pole into an unbelievably small water bucket. Survive that and you must dive from ever higher up the pole into objects such as a tea cup and even an anvil! While diving down you must waggle the joystick to gain momentum, take up poses such as Yoga and King Tut, and stay on target for your landing (with

▼ What a man will do to impress a pretty girl . . .

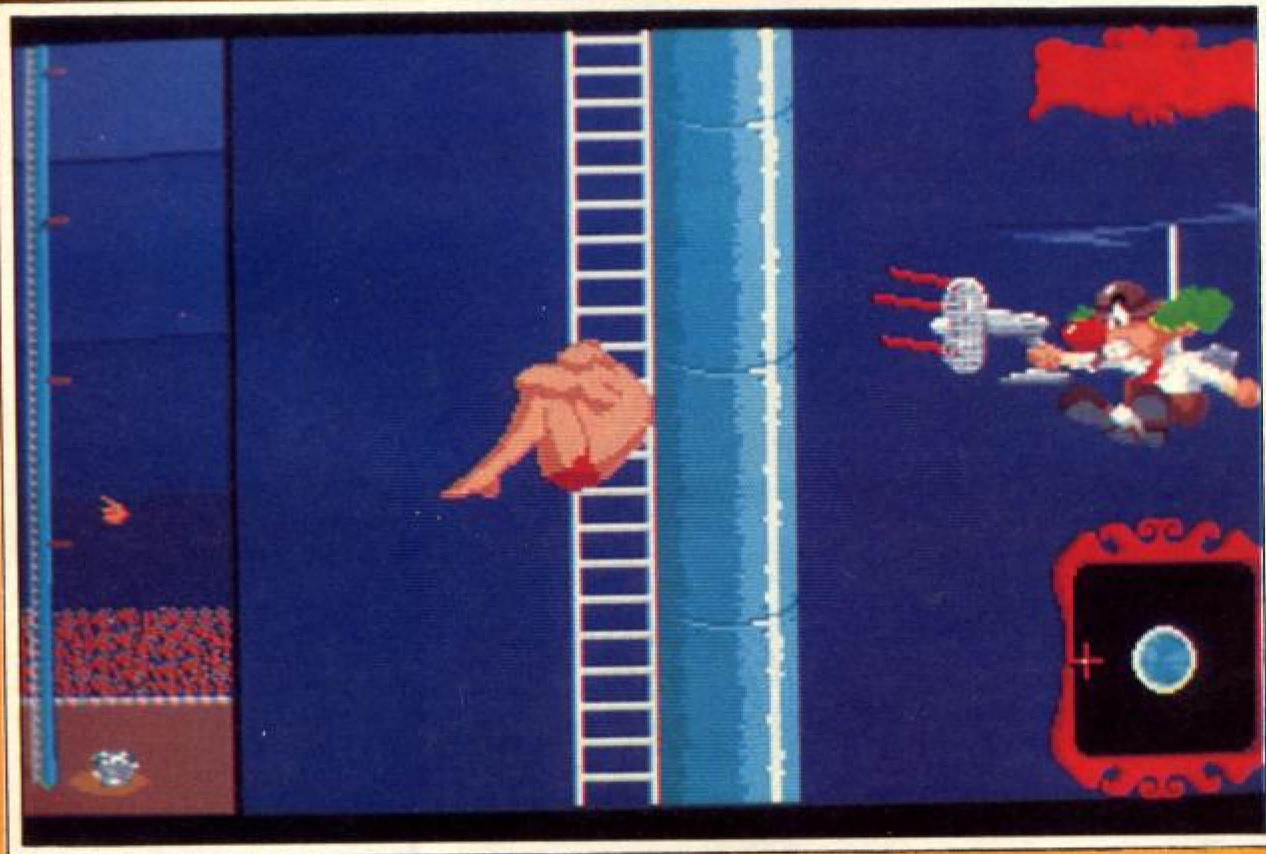


▼ Juggling balls and the odd bomb



Chris Gray's presence on the 64 has brought him mega-success, **Infiltrator** accelerated him to stardom and now he's working he certainly hasn't lost his touch. **Fiendish Freddy** may be covering old ground (even on the Amiga) but it's the fun of it all that shines through. The animation is, to say the least, brilliant with a sense of humour that's very black and very funny to witness in action – I defy you to play the diving event and not come away grinning! Each event isn't all that demanding but as a whole it's one epic battle to save the big top. Very funny indeed and highly competitive as well. Very much in the Epyx **Games** style but much more entertaining.





▲ Fiendish Freddy is our high-diving hero's biggest fan!



I love a good multi-event game and **Fiendish Freddy** has the added bonus of being side-splittingly funny. All the events are animated in fine comical style – at times it's like watching a cartoon – and you never know just when Freddy's going to pop up to knock you off the tightrope or throw a bomb at you. The events themselves aren't that complex but always fun to play and beautifully presented with suitably jovial soundtracks playing continuously and some great slapstick sound effects. My only niggle is that with three disks there's inevitably a lot of disk shuffling with each event taking quite a while to load. But the action is just so uproarious this minor problem doesn't spoil the fun whatsoever.



After the disappointment of **Roger Rabbit**, Mindscape and programmer Chris Gray get it right with this truly amazing blend of hilarious animation and fun gameplay. The graphics throughout are of the 'gee-whizz', first-class demo quality while gameplay is hardly any less superb. The first event is misleadingly easy, after that things get tough but thankfully on some of the harder events you get more lives – up to three on the cannonball event. After despising circuses since being a kid watching those interminable Christmas Specials I'm a true convert now. Whatever you do, don't miss the Greatest Show On Earth!

Freddy trying to blow you off course). Miss the water bucket (or whatever) and that's the end of your diving career!

The next event is juggling on a unicycle. A seal tosses you objects which you juggle by selecting the right hand (with fire) and pressing up to throw. As your time in the spotlight ticks down Freddy can appear, tossing you bombs for a spectacular finale! After being incinerated by Freddy you can be cut free by him on the trapeze. Besides timing when to let go of one trapeze in order to catch the next swinging trapeze you must look out for burning hoops to fly through with the greatest of unease.

After fear of heights it's fear of blood, with you as the knife thrower, endangering the life of a curvaceous young blonde spread-eagled on a spinning wheel with brightly coloured balloons which you must burst. Fiendish Freddy throws on smoke bombs to obscure your view as time ticks down and knives run out.

A question of balance is the the heart of the next event – the high wire act. Push up to go forward, and press left and right to use the pole to keep balanced. Take too long and Freddy blasts you with a cannonball.

The event to bring the house down though, is the human cannonball. Snugly fitted into your cannon by the luscious Miss Bimbo you must first place your safety net based on how much gunpowder has been put in the cannon. Once this is done the cannon starts to fall, you must press fire at the correct angle or you'll take the most direct route to China.

▼ Your dizzy victim, er . . . assistant, rolls off with Freddy



64

A C64 version, almost certainly disk-only, is under consideration.

update

PRESENTATION 91%
Great intro and varied judging scenes between event, while most disk-accessing/swapping is limited to when advancing to the next event.

GRAPHICS 97%
Technically excellent, but it's the comic imagination behind them which stuns.

SOUND 95%
Some good, varied tunes accompany the superlative sound FX.

HOOKABILITY 89%
Later events need some mastering, but there's a practice mode and the varied graphic scenes to keep you playing.

LASTABILITY 92%
Six events to master individually, then there's the big show to win $10,000 overall.

OVERALL 91%
As funny as any Loony Tune cartoon, and an excellent game to boot.

ZZAP! TEST

SAVAGE

Firebird, Amiga £24.99

As the exceptionally muscular character, Savage, and you've been locked up in a castle due to your love for a certain damsel. Needless to say docile behaviour to win parole isn't your style – instead you thump the gaoler one and make a break for it. Level one, the first of three separately loaded games, has you running through the castle, blasting all and sundry for points – and prizes (extra weapons, energy etc).

Load two, on the second disk, takes place in the castle grounds with hordes of skulls and other monstrosities rushing toward you in full 3-D perspective. Dodge the monoliths and shoot the skulls to advance onto level three, where, in eagle form, you fly around the maze-like castle searching for four items to free your maiden.

If you complete a level a password is given for the next, otherwise if you select level two or three you only have one life instead of three.



Amiga **Savage** essentially takes the hi-res graphics of the Speccy version, fleshes them out with the Amiga's palette and speeds up gameplay. Animation is generally smooth, although transitions between running and crouching are abrupt. But there's no arguing about the sound which is great with different soundtracks for each game. A fun and cheerful blast, **Savage** is worth a look.



▲ Dodging the bigmouths on the 3-D scrolling stage two



There's no doubt about what **Savage**'s most impressive aspect is; the sound is brilliant throughout – I love the music on stage three. Graphically it's not as good although still colourfully attractive in parts. The biggest downer is the ridiculous price: £25 quid is really too steep for such a simple shoot-'em-up no matter how well it's presented.

PRESENTATION 67%
Scrolling game scenario, quit option and passwords.

GRAPHICS 70%
Not spectacular by Amiga standards.

SOUND 87%
Loud, pounding soundtracks.

HOOKABILITY 73%
Option to play any of the three levels.

LASTABILITY 62%
The first two levels are tough.

OVERALL 71%
Three fun games, albeit overpriced.

Phobia

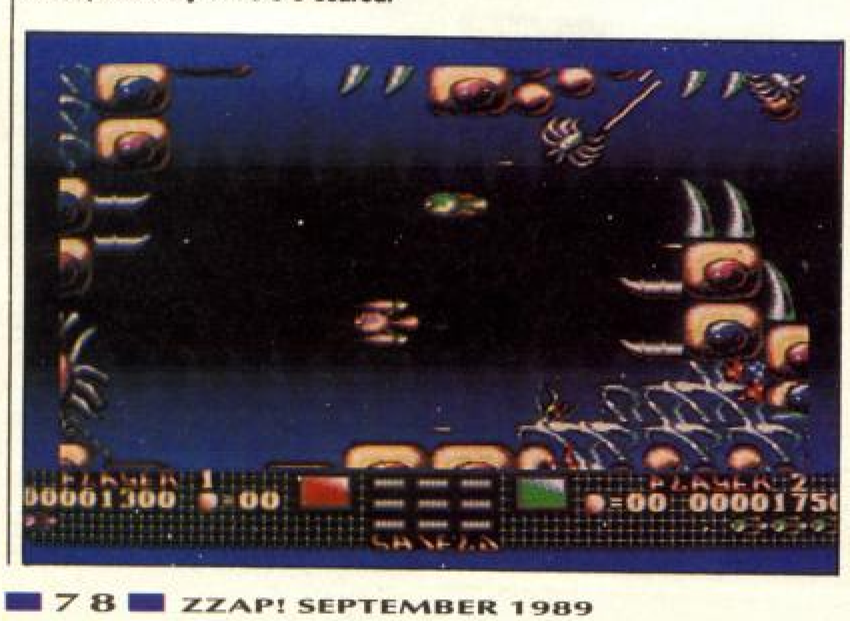
Imageworks, Amiga £19.99

The 64 version blasted its way onto the cover of the July issue and in the Amiga version, again by Tony Crowther, the plot is identical. The evil Phobos has trapped the Galactic Emperor in a sun and put 15 planets between him and the one or two space fighters willing to save him.

Each planet is infested with nightmares and phobias aplenty: spiders, enclosed spaces, snakes, dentists and Death himself. There's also a large mother alien at the end of each level (where else?).

Conquer a planet and it's off to see the sights in narrow underground caverns before jetting off to deepest space and beyond to more planets with even worse fears.

▼ Help! Mummy! I'm s-s-s-scared!





Personally I'm not too fond of spiders so seeing them come to life brings a shiver down my spine, even if the Amiga doesn't quite go to town creating a dark, organic atmosphere. Two-player shoot-'em-ups are always fun and on this note **Phobia** delivers. It's nice to see some variety in the levels to blast through, not only graphically but in gameplay as well with planets, caverns, and deep space - all nicely done too.



Phobia on the 64 proved one good looking, highly playable blast and the Amiga version had the potential to do likewise but in even better style. The graphics are certainly detailed and everything is larger than life. But the simple parallax scrolling is unimpressive and the colour scheme isn't subtle enough to create the nightmarish atmosphere needed – it all looks garish and hardly frightening. Thankfully it's all very playable **R-Type**-ish shoot-'em-up fare, but not one to turn you into a nervous wreck.

PRESENTATION 76%
High/low resolution mode, single or dual play options.

GRAPHICS 72%
Above average but not really horrific.

SOUND 60%
Standard blasting effects.

HOOKABILITY 75%
Great playability, slick two player mode.

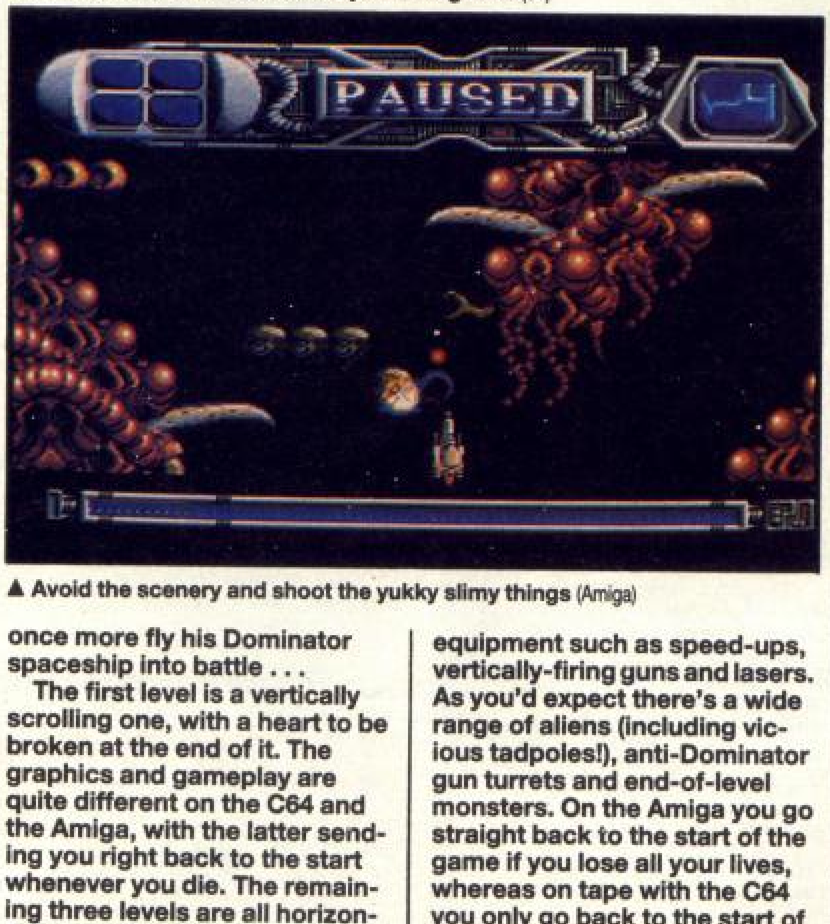
LASTABILITY 80%
Plenty of planets and moons to blast through.

OVERALL 73%
Good, solid alien blasting with unique graphics.

DOMINATOR



▲ Shooting up the first, vertically-scrolling level (64)



▲ Avoid the scenery and shoot the yukky slimy things (Amiga)

System 3, C64 £9.99 cassette, £14.99 disk, Amiga £19.99

Out in deep space a hideous monster has evolved, the ultimate killing machine which destroys galaxies in mindless spasms of violence. Now it is heading to Earth, a planet brought to virtual collapse by the onslaught of an alien race. In the ruins people are determined to rebuild their former lives, and swiftly let lapse once formidable defences. The last, remaining pilot of a crack space unit unit views these decisions with disdain and refuses to part with the ship which carried him through so many battles.

When, finally, it is the turn of Earth to vanish in the maw of the monster it is this pilot who the government turn to, frantically offering any price for him to once more fly his Dominator spaceship into battle . . .

The first level is a vertically scrolling one, with a heart to be broken at the end of it. The graphics and gameplay are quite different on the C64 and the Amiga, with the latter sending you right back to the start whenever you die. The remaining three levels are all horizontally-scrolling, and have add-on equipment such as speed-ups, vertically-firing guns and lasers. As you'd expect there's a wide range of aliens (including vicious tadpoles!), anti-Dominator gun turrets and end-of-level monsters. On the Amiga you go straight back to the start of the game if you lose all your lives, whereas on tape with the C64 you only go back to the start of the level.



The marked difference between Amiga and C64 versions should mean good use of the host machines, but sadly this isn't really the case. The Amiga version is sluggish, graphically unimpressive and, on level two, extremely difficult. Thankfully the C64 version is much better, with reasonable graphics, better playability and slightly faster control response.



It's nice to see a challenging C64 game for once with a clever multi-load as well (get killed on a later level and you start from that level again). Smart graphics start the game off well with subtle colours and good sound effects although later levels aren't always so subtle (note the garish and odd colours of the second level). A tough game with good presentation but nothing to worry games in the **Armalyte** or **Salamander** league.

What is above average on the C64 is a major mistake on the Amiga with an infuriatingly sluggish ship, imprecise collision detection and average graphics lacking any extensive colour or variety. Below average is being nice to the Amiga version.

64

PRESENTATION 71%
Nice box, good quit option and a 'washing machine' control panel.

GRAPHICS 72%
Interesting and varied, but not outstanding.

SOUND 70%
Good intro tune and good in-game FX.

HOOKABILITY 65%
Tough to start off with, later levels are more attractive.

LASTABILITY 70%
Varied graphics, but only four levels.

OVERALL 75%
Interesting graphics combine with good gameplay to make an above-average shoot-'em-up.

amiga

PRESENTATION 34%
Same packaging as the 8-bit versions.

GRAPHICS 25%
Coarse landscape graphics and unattractive sprites.

SOUND 20%
Mediocre intro tune and poor in-game FX.

HOOKABILITY 25%
Going straight back to the start of level one is extremely frustrating . . .

LASTABILITY 30%
. . . as are the difficult later levels.

OVERALL 34%
A gory piece of software which is unattractive for all the wrong reasons.

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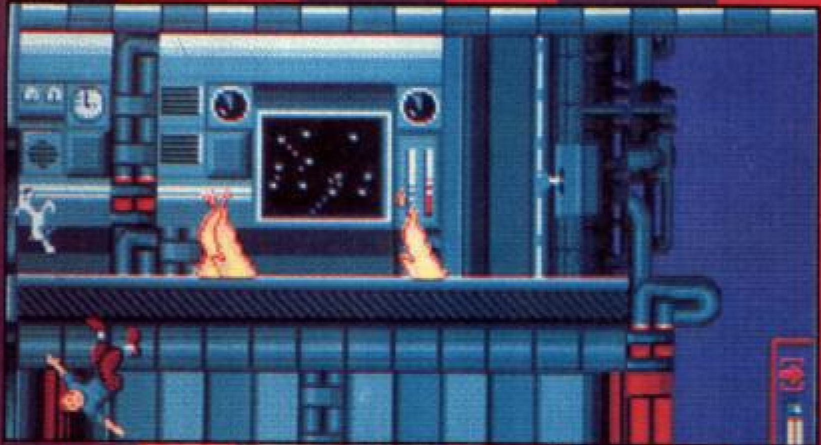
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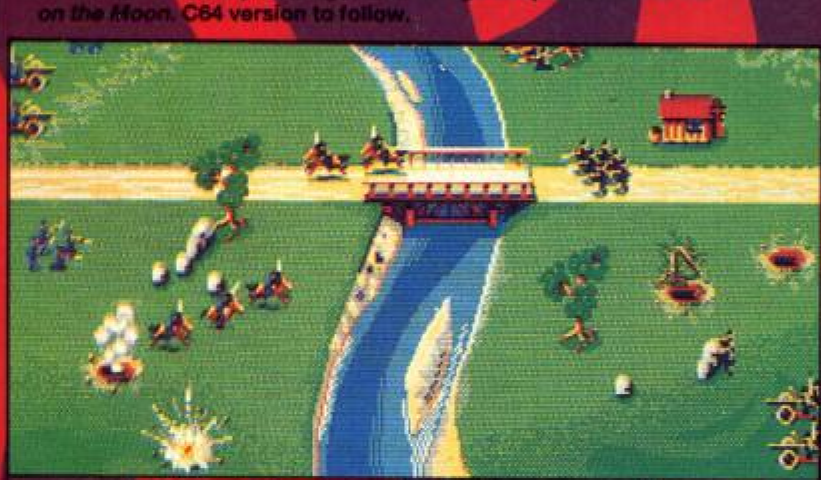
The PREVIEWS



▲ The ageless (ie non-fashion conscious) cartoon adventurer takes off for lunar territory in Infogrames' Amiga adaptation of *Tin Tin on the Moon*. C64 version to follow.



▲ A two-player ATV racing game with a difference, Infogrames allow you customize not only your jeep, but your face too! (Amiga)



▲ Thankfully Infogrames' Amiga tale of US civil war has nothing to do with the awful TV series. Instead it's based on French comic 'The Blue Tunic'.



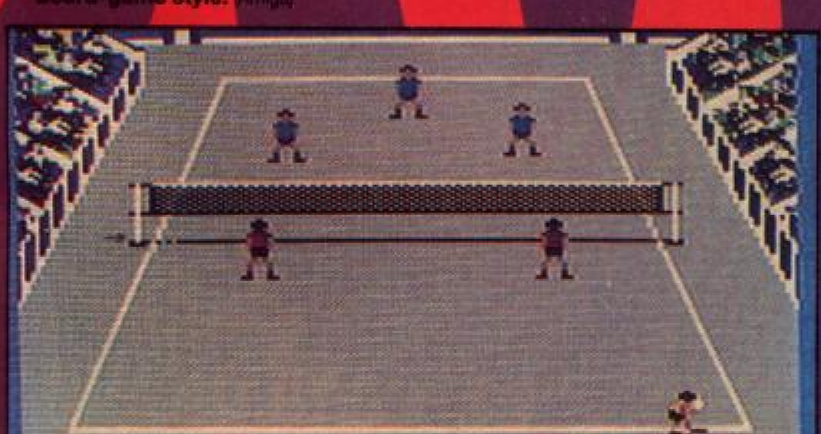
▲ Alright, so we cocked it up. Here's the the CORRECT shot of the fabulous Amiga *Barbarian 2* missing from last month's Psygnosis feature.



▲ *Survivor* is a multi-level, post-holocaust MicroStatus game. Here we see politicians striving to 'make friends and influence people' board-game style. (Amiga)



▲ The nappy clad hero Tom Tom returns with Activision's 64 conversion of ace coin-op *Super WonderBoy*.



▲ SportTime/Mindscape's 64 latest is *International Team Sports* featuring volleyball, swimming, 4 x 400m relay, soccer and water polo.

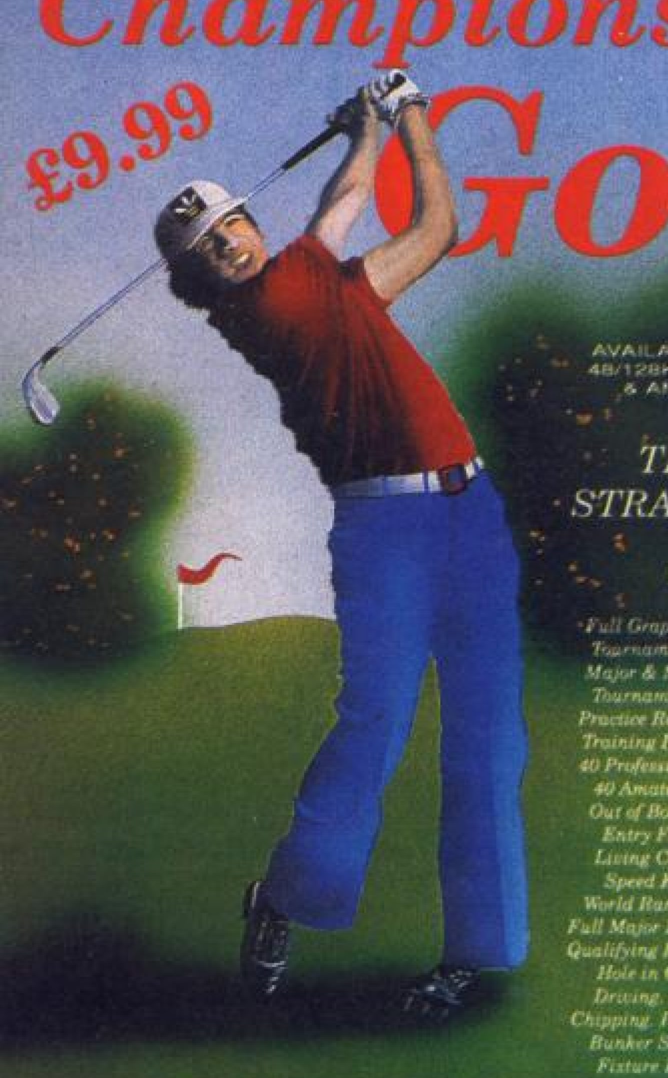


▲ Nope, it's not another photo mix-up, this really is C64 *Time Scanner*.

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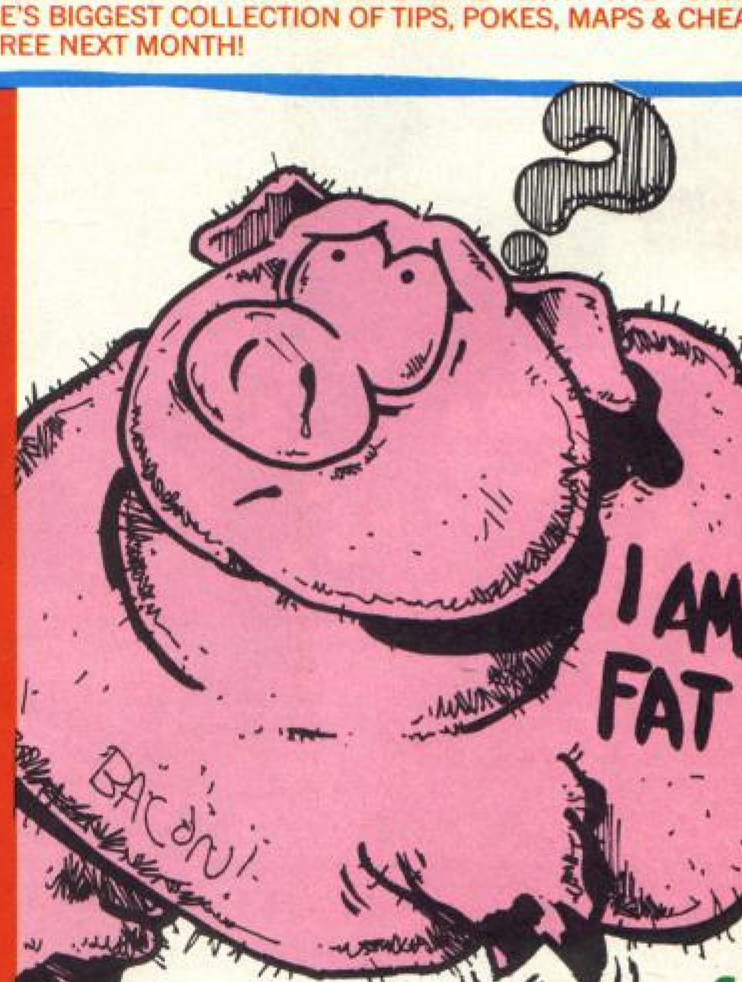
next munf

Coddle me plunkets and dibble down the grumpydup, ya'll biggle at wotz in next munf's ziggly ZZAP!. A woppa, it's a woppa, Truly I never sin a woppa quite like it – a magdiferoloutryajkshgous, baa baa, oinky oinky, moosic to ma ears, tippy toppy TIPS BOOKLET. An' oh grandma clug me kippers out, it's blimmering, otterlee an' kompleetlee free! 42 PAGES of pokeys, tippies for all them komputer gammy thingies. Cor,an' if that weren't enuff, it'll taste great with a wopping dollop of Uncle Doris' crudberry jelly!

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